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It's wizard!



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The *YS*/US Gold Computer Brain Of 1987 Award
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ON THE WARPATH
...with Audrey & Owen Bishop!
Reviews of *Conflicts 1*, *Conflicts 2* and *Roundheads*.

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- **Tai-Pan**/Ocean
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- **Mag Max**/Ocean
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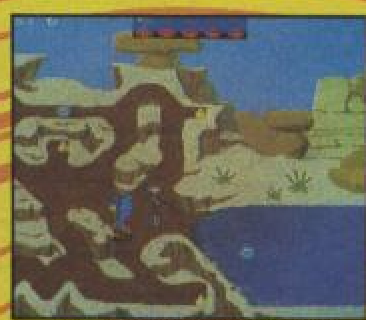
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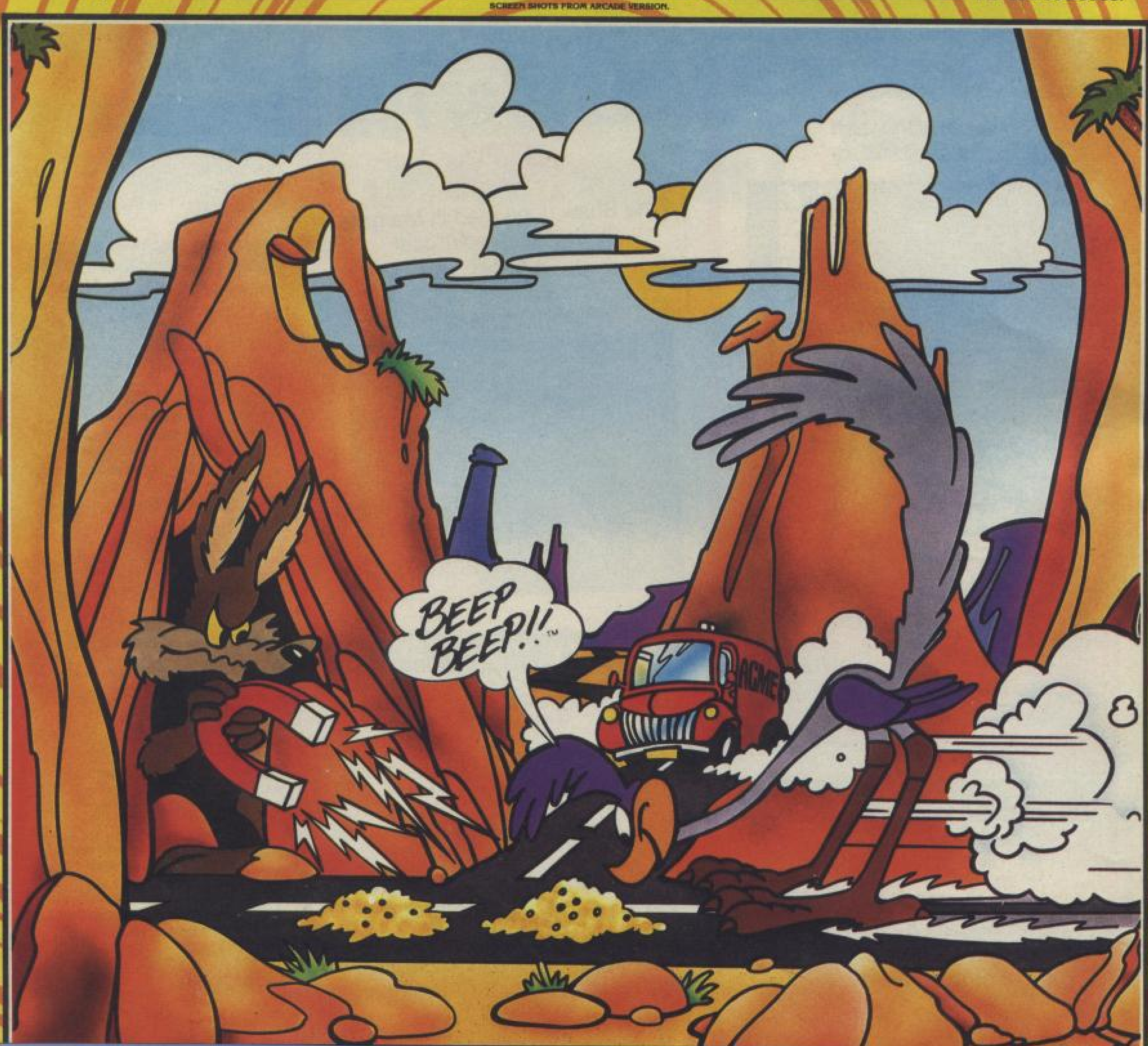




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Just like Bing Crosby, Frontlines has Gone Fishin', landing some wet 'n' slappy new stories . . . very nice with a slice of lemon and some tartare sauce. Yummy!



CLANGGGGG!

"Have at ye, varlet! Stand firm! Fill thy hands with steel, oh fruntly bandragon, oh grodded dagnabbit! For it is I, David *'Magic Knight'* Jones, and I am not to be trifled with. Jelly and custard, yes, but I hateth trifle."



Yes, you too can touch fingertips with the President of the USA! Just insert your own digit in Big Ron's left ear (clearing away any earwax, dust and shredded documents you might find) and you can commune with the West's most powerful leader! In conference here is David Martin of Martech, picking up tips (yuk) for his new game *The Armageddon Man*! Any comment, Mr President? "Er gee, Dave, ah don't know about you, but Armageddon out of here!"

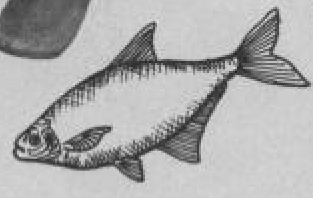
Trainspotters Through History

An irregular series in conversation with the World's Greatest Ever Trainspotters.

5: George "Lofty" Holloway

"Cor, 'Shell. Yeah well, like, er . . . 'Ere Simon, do what? Woss goin'
on? Woss it all about, 'Shell? Sorry Den. Hullo Mary! I fort wee wus
mates! Oh well, ne're mind, eh. Cor, bloody 'ell. As it 'appens,
Pauline. Awight Arfur? Good to see ya back home again . . . (sniffle).
Nah, s'alright, jus' got summink in me eye! Sorry Den. Do I like
trainspotting? Cor flip do what blimey luv a duck? Yeah, I'm pretty
warm on the old loco's . . . Sorry Den. Awight Dot? Woss yours? A
pint of tomato juice? Anyway, where was I? Aw, yeah trains. But
y'know, there's nuffing me'n'Shell like to do better on me days off than
go an' stand up on Platform 8 at West Ham station, an' watch the
Inter City 125. So, I s'pose you could say I'm a trainspotter, yeah.
Sorry Den. Awight Pete? Wossat? Is Dirty Den a trainspotter? Den?
Nah, 'ee's more of a talent spotter, narty mean?"





VROOOM!

Have you noticed how all these software people are potty about cars? All it needs is a few successful games and, puf! they go and sponsor something whizzy and four-wheeled. The latest company to slip behind the steering w. is Mastertronic, who sponsored a car at the Le Mans 24-hour race last month. Was it turbot-charged, we ask? All we know is that everyone had a whale of a time and the car came 435th or thereabouts. But let's not carp, 'cos now you can win one of the special limited edition T-shirts that Mastertronic had made to mark the event! We've got ten to give away to the first correct answers out of the bag to this aquatic teaserette . . .

Are Whales

a) fish?
b) mammals?
c) where the Whelsh live?

Mullet over and send your entry to Oh No, My Winkle's Gone All Limpet Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



WIN WIN WIN

In honour of our new extended programming section, *Program Pitstop*, starting this issue, we've got together with Gremlin Graphics, the firm behind the Discovery label's Code Machine, to bring you this brilliant package in a free competition! The Code Machine is a bundled Monitor/ Disassembler and Editor/Assembler suite, *the* indispensable accessory for the programmer with style. And all you have to do is answer this simple question:

What is 7D00 hex in decimal notation? Is it;

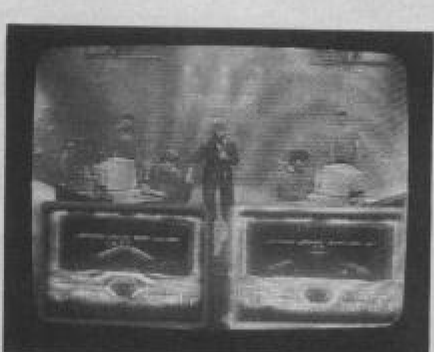
a) 320,000
b) 32,000
c) er . . . where's that calculator?



Send your answers to: I Can Do Hex To Dec Conversion In My Head Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Wow! It's the Nintendo games console thingy you've been herring so much about! And yes, after all this time, it'll soon be on sale in your high street! Sounds fishy, doesn't it? Sounds like a whopping great guppy to us. Still, for £179.99, it's not a bad deal, what with its own robot, ROB, and a Zapper Gun thrown in for good measure. We'll be having a closer look in a future issue . . .

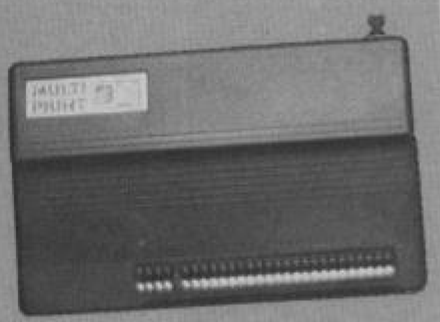




GET MUCKY!

Don't you just lurve the Get Mucky game on ITV's Saturday morning show, *Get Fresh*? Heh heh heh. And did you recognise the game they play to decide who gets a headful of slop? Why, it's *Starglider*, of course! A specially rejigged version of Rainbird's hit game, lasting 50 secs, is played frantically by two willing saps, with the added incentive of a bucket of industrial waste over their heads. Eeeuuurgghh! Berilliant!

Cor lumme! If it isn't the latest fantabulocious bit of hardware from Romantic Robot! After the Multiface One and 128 comes the Multiprint, another small box with a red button on top, but one that comes with a ribbon cable to slap into your Centronics-type printer. Press the button and out comes a normal-sized, large or shaded screen any time you like — even in the middle of a game! You can also use it as a normal printer interface, as it accepts all the usual LLIST, LPRINT and COPY commands. A snip at less than £45 (ie £44.95) with a through port, a fiver less without. Contact Romantic Robot, 15 Havland Close, London NW9 0LH.



THUNDERBALLS!

Dan da dan dan, dan-dan-dan dan da dan dan . . . "The name's Wheatley, Dom Wheatley, licensed to kill and pose for silly photos." "Strachan, Mark Strachan, first ever graduate of the Roger Moore College Of Eyebrow Tweaking." "You're probably wondering why we're crouching here, looking like complete fish." "I was, actually." "It's to promote our new game, *The Living Daylights*, based on the new Bond film." "Yes of course. By the way, is that a missile poking out of the car or are you just pleased to see us?" Dan da dan dan, dan-dan-dan dan da dan dan . . .



Tizers

Shoals of new games have been announced by fishy funsters Piranha, all naturally appearing in the three months up to Christmas. **Flunky**, Don Priestley's first magnum opus since **Trap Door**, you already know about — well, you do if you read last month's in-depth news-mega feature on it — but how about these?

Andromeda's **Judge Death** is another spin-off from 2000 AD, the leader of the Dark Judges who kills by plunging his clawlike hands into the bodies of his victims. They're an odd bunch, these Dark Judges. Having grooved in from another dimension, they want to stamp out what they believe is the ultimate crime in the universe — life itself! It's out in October, if we survive that long, of course.

Hard on the heels of **The Big Sleaze**, Fergus McNeill's next Delta 4 adventure is **Beast Enders**, due in November and based on guess what TV programme? (*Dunno. Bullseye? Naked Video? Ed.*) It's set in a shabby square in the East End of London, where all the inhabitants are depressed from an overdose of savage social commitment and important issues of the day. Well, wouldn't you be?

At around the same time there's **Gunboat**, a fantasy shoot 'em up with smidgens of arcade strategy and simulation thrown in too. It's programmed by Five Ways and involves you piloting your heavily armed gunship into enemy territory and shooting everything you see. Also from Five Ways, but in September, is **S.I.D.**, a Semi-Intelligent Drone who's set down on a planet inhabited by man-eating boulders! His task is to find cystals needed urgently to refuel his mothership — sounds like an arcade adventure to us!

Latest news on Firebird's **Star Trek: The Rebel Universe**, the endlessly delayed game that is fast turning into 1987's **Street Hawk** (and look what happened to that!) Apparently the bigwigs who own the rights to Star Trek and all its spin-offs have insisted that they okay every single aspect of the game. Frontlines hears that they recently rejected one Speccy version because Spock's ears were two pixels too long! On that basis, anyone who won one of the prizes in our Star Trek compo a few months ago shouldn't expect to get their prizes much before the 23rd century...

More snippets from the subterranean games dungeons at Ocean. **'Tibet'** (a working title) is, it turns out, Denton Designs' latest, in the same style as **The Great Escape**. It's all about dinosaurs, lost islands and all that sort of guff, and it's for the 128 only. Why? Because it's got a map that makes **The Great Escape** playing area look like a paper napkin, so we hear. Also on the drawing board is a conversion of **Gryzor**, the mega-mega Konami arcade smash with more violence than half an hour in the pub with the Man Ed. That could be out in the autumn, along with **Renegade**, which has been held back until the PCW Show.

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FUTURE SHOCKS

From Norwich, it's the Quiz of the Week! For three pounds, what games are coming out in the next few months? And the answer...

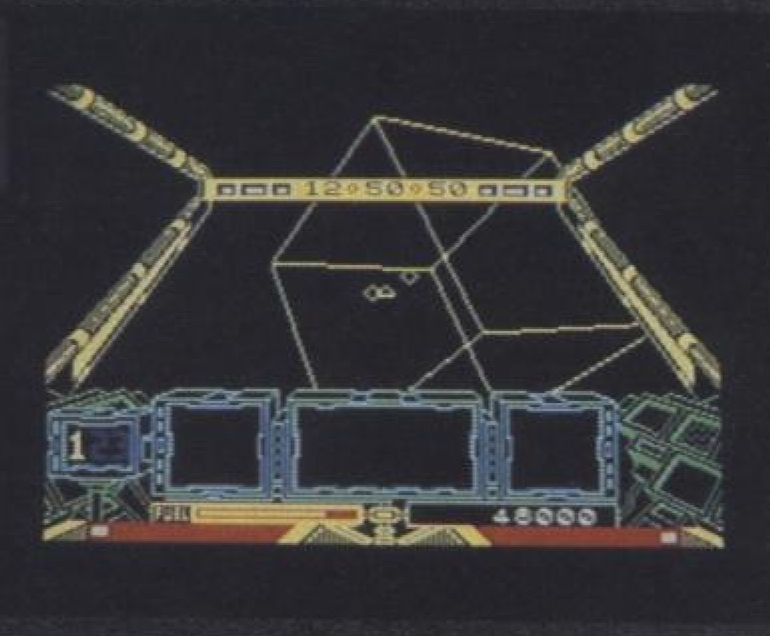
STARFOX

Reaktor, who under the guise of Ariolasoft brought you *Skyfox* and *Arctic Fox*, now brings you *Starfox*. The game takes place in the Hyturian galaxy, where the impenetrable force shield has been penetrated by evil convoys of fighting ships. It's down to you, as the pilot of the all-powerful Starfox, to see the invaders off.

First you plot your course through the galaxy using a 'holocube', a 3D representation which you can turn around and view from all angles. Once you've plotted your course, you can 'turbo' to the location on the nearest invading convoy, upon which you blast the living daylights out of them.

One of the best features of the game are the little monitors on the dashboard, which show you what's happening behind you and to either side. A bit handy, that, especially when you've got three or four fighters shooting at you from behind. You can dock with orbiting satellites to update your weapons as you move from planet to planet, but you've got to be careful, 'cos the aliens will update theirs at the same rate. If this all sounds a bit confusing, don't worry about it. All it means is that there's a nice element of strategy in the game, which is all to the good.

The graphics are solid 3D, drawn and coded by the people who brought you *Starstrike II*, and as such they're really rinky and, as you can see from the screen, very easy on the eyes. *Starfox* could well be one of the summer's big games. It costs £8.99 and we'll be reviewing it next month.





SPACED OUT

More budget laffs from Firebird, but don't worry, the Boys in Blue won't be knocking on your door with a search warrant and a sledgehammer – getting *Spaced Out* is legal! The aim of the game is to get from the bottom left hand corner of the grid to the top right without getting spaced out by the army of nasties – and if that doesn't sound well weird, we're seriously out to a massive five-courser. There seems to be quite a lot to figure out, what with penalty points, time limits and other bits and bobs, so keep clear if you've taken your brain in for a service. Another odd little cheapie from Firebird – it's £1.99 and out now.



ATHENA

Another korky koin-op konversion from the guys at Ocean/Imagine! *Athena* is a walking around, picking things up and generally making merry mayhem with anything that gets in your way sort of game. On your quest you pass through the Worlds of Forest, Ice, Water and Butterscotch Angel Delight, finding weapons to mash the nasties with, and pummeling your way through rock to find other weapons, extra lives and all the usual paraphernalia that you find in arcade games. The Ocean in-house funsters have only just started toying with it, so it probably won't hit your cassette deck (or disk drive, even) until the autumn. So for now you'll just have to play the original, and thoroughly addictive it is too!

FUTURE SHOCKS

INTERNATIONAL Events





Velodrome cycle race

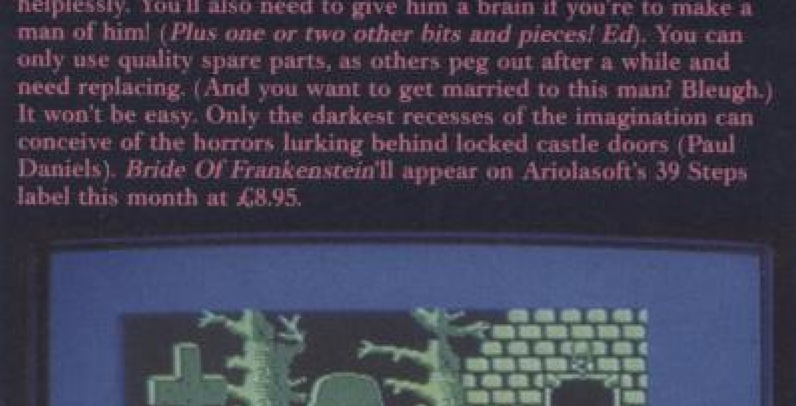


Water ski-jump

Those sporty sims just keep on a-comin', so surely programmers are running out of sports to sim? Seems not, and this latest stab from Anco looks a stunner. There are six events in all — hang-gliding, wind-surfing, motor-bike scrambling, cross country, water-ski jumping and a velodrome cycle race (for two players) — and judging by the graphics we could be in for a treat. It should be in the shops by mid-July, priced £7.95.

BRIDE OF FRANKENSTEIN

Aaaargh! You've been caught by the ghoulies! Or at least you will be if you play *Bride Of Frankenstein*, the next monster hit from Ariolasoft. It's the middle of the night, an electrical storm is raging and for some reason you've decided you want to put your beloved Frankie back together again. Not an easy task, considering that most of his internal organs are littered about the house throbbing helplessly. You'll also need to give him a brain if you're to make a man of him! (*Plus one or two other bits and pieces! Ed*). You can only use quality spare parts, as others peg out after a while and need replacing. (And you want to get married to this man? Bleugh.) It won't be easy. Only the darkest recesses of the imagination can conceive of the horrors lurking behind locked castle doors (Paul Daniels). *Bride Of Frankenstein*'ll appear on Ariolasoft's 39 Steps label this month at £8.95.

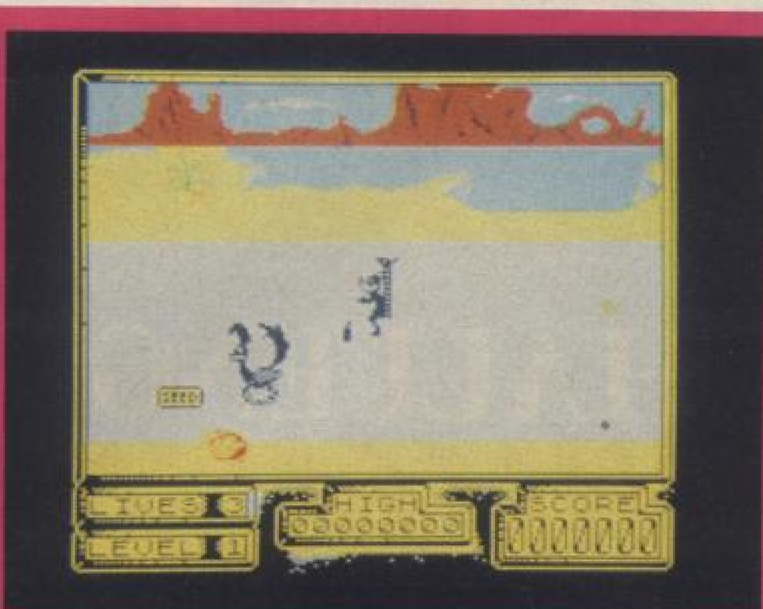




GALLETRON

Galletron, the largest and most beautiful planet in the Xama star system, reaches out beyond the radioactive dust cloud which has shrouded the system since the intergalactic conflicts of 304 parsecs ago. Which is odd, as we always thought that a parsec was a measure of distance, about (if memory serves us) 19,175,340, 800,000 miles or thereabouts. Anyway, what does it matter when you come down to the nub of the matter — shooting things. It's the usual ol' story of a volunteer pilot trying to fight through the defence systems of an enemy power, in this case the Aarls. But even if you don't know your Aarls from your elbow, you'll see that *Galletron* looks like an interesting lil' shoot 'em up for daredevil astronuts everywhere. Out now from Bulldog, price £1.99.

FUTURE SHOCKS

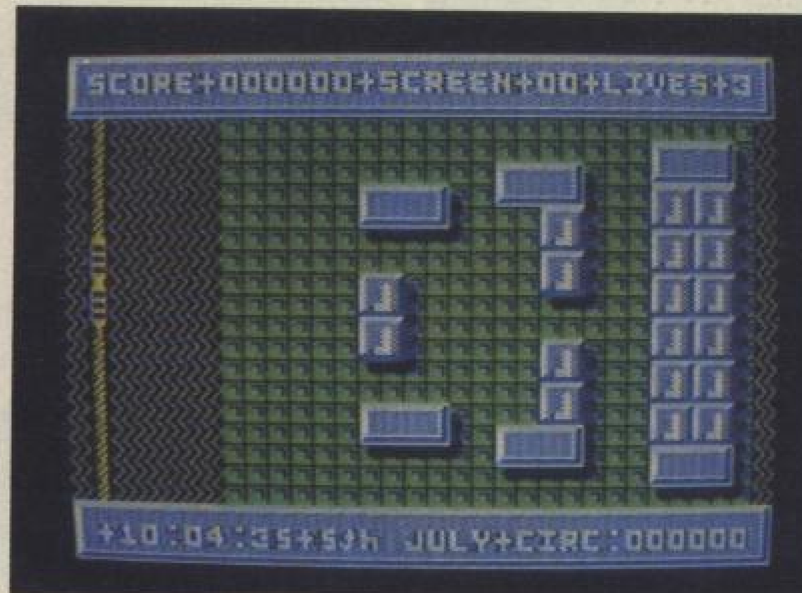


ROAD RUNNER

Meep meep! Direct from the Acme Corporation, it's none other than the Speccy version of the Atari coin-op of the Warner Bros cartoon! Bip de bop! But before you run off a cliff (*Got myself a crying, walking, sleeping, walking living doll! Ed*) with excitement, it's not ready... yet (the end of the month looks likely). You play Wile E Coyote's high speed lunch, but unlike in the cartoon, you always seem to get caught, unless you're really tasty with the joystick. Wile E pursues you through all sorts of desert backgrounds (ranging from sandy to extremely sandy) and you'll need to be Carl Lewis to escape his slavering jaws. US Gold's the company behind the game, and it'll cost £8.99.

OINK!

Sow, here it is! A screenshot of CRL's long-awaited pigstravaganza, based on the cult comic. Bacon's the name of the game — well, okay then, it's *OINK!* Anyway, your role as Uncle Pigg, the mag's editor (as opposed to Auntie Pigg, this mag's editor) is to produce a mag with the highest circulation figures without making a pigs ear of it. There are plenty of arcade games and sundry gags, from the same sty that put Oink the comic together, to keep you gripped! Cripes! No firm release date as yet, but it'll probably have you porking out £7.95. We reckon it'll be an absolute porker!

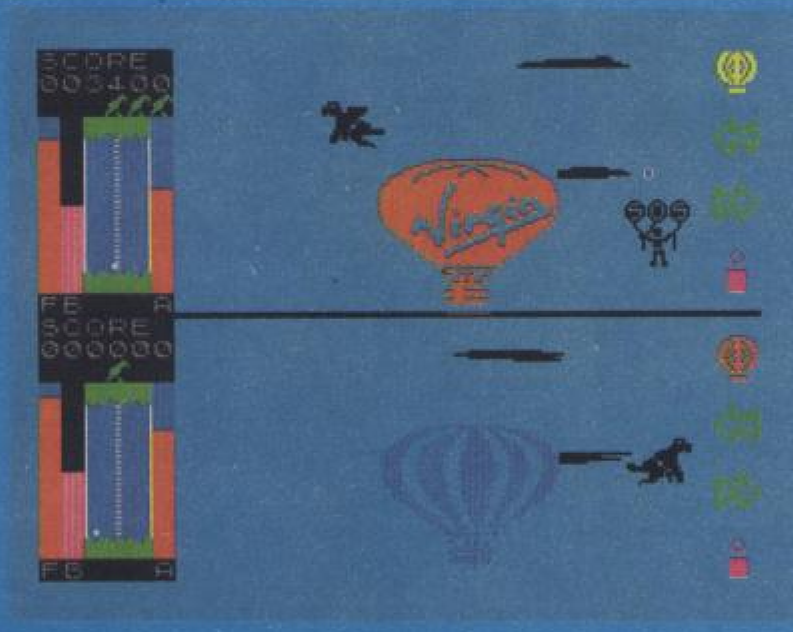


Championship BASEBALL



Hey, Chuck-Bob, let's play ball! Strike n, where n=1! Curve ball! Knuckle ball! Screw ball! (*Calm down. Ed*). Mah fellow Americans, baseball is a part of our national heritage, as down-home apple-pie as canned laughter and heart attacks. That's why we here in the US of A want to introduce to you, the backward peoples of the third world over there in lil' ol' Great Britain, the glories of this wunnerful game which even a peabrained stoat could understand, and I speak as a Registered Peabrained Stoat mahself. Now Gamestar, through Activision, is even releasin' a computer version of the game for some lil' two-bit (*Eight, actually. Ed*) computer you Brits call the Speccy. Hot diggety dog! And according to this cassette inlay, it ain't even bin written by anyone, it's bin "created"! Us Yanks are a bit high class about his sort of thang (BURP!) pardon me there boy. It's out any moment at a penny under ten of your so-called pounds. Yes sirree!

FUTURE SHOCKS



TRANSATLANTIC BALLOON CHALLENGE

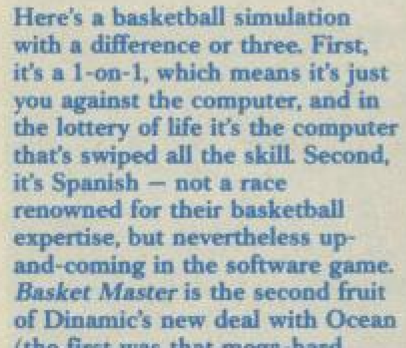
Yup, it's 'Tricky' Dicky Branson again and one of his wizard wheezes! After zooming across the Atlantic in record time on a catamaran, in a barrel and on the back of the whale, he's now doing the crossing in a hot air balloon! Too good an opportunity to miss, of course, so as well as the T-shirts, coffee table books, TV documentaries, commemorative boxer shorts and all the rest of the merchandise, Virgin's bunging out a computer game too! Just too late for review, sadly, but it's out now at £7.95. We'll be looking at it in a little more detail next month.



The Basket Masters at play...

BASKET MASTER

Here's a basketball simulation with a difference or three. First, it's a 1-on-1, which means it's just you against the computer, and in the lottery of life it's the computer that's swiped all the skill. Second, it's Spanish — not a race renowned for their basketball expertise, but nevertheless up-and-coming in the software game. *Basket Master* is the second fruit of Dinamic's new deal with Ocean (the first was that mega-hard combat game *Army Moves*). Third, it's got a remarkable close-up action replay facility. Yes, honest. It's on its way at Ocean's usual £7.95, and you'd have to be a basket case not to go for it!

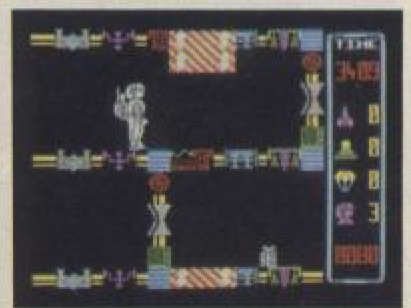


...and the action replay

DEAD OR ALIVE



"Ah've come fer mah boy." Wot? "Ah've come fer mah boy." Ah, yes, he's over there playing Alternative's latest shootout game, Dead Or *Alive*. You've got to stop bandits getting away with their bags of swag from the local Bank, and freeing their comrades from jail. To refuel, you occasionally pop into the local notel for a shot of the hard stuff, but otherwise you keep shooting. As judge, jury and executioner, there ain't no-one to stop you. The game only costs £1.99, and there's even a free game on the other side of the tape! Worra bargain! Ees out now, gringo, and we look at it next month, okay?



RUBICON

No, Classics fans, this has nothing to do with the stream in Northern Italy that Julius Caesar crossed with his army to such great effect in 49 BC, although quite what great effect we can't remember, 'cos it's a long time ago and anyway we were probably thinking about something else at the time. Instead *Rubicon* is an arcade adventure set in space, with really BIG graphics and squillions of screens. Collect the treasures left behind by mentally unhinged aliens and avoid the missiles that blow you to bits — all good clean fun. It's available now from Bug-Byte at £2.99.

NEXT MONTH...

...the first of the big autumn games, the corkers that you'll be juggling with as the sun goes below the yardarm and the birds twitter their last. Could it be this month that we see Firebird's legendary **Cholo**, The Edge's **Garfield** or CRL's **Cyborg**? Probably not, but look out for Virgin's **Election** (just in time for the next one), US Gold's **Indiana Jones**, which is near completion, and **Slapfight** from Ocean. Plus lots of other stuff... Wagga wagga!

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive their three fave games! All letters win a YS badge.

PRINT ME QUICK!

I've read all of the letters on the Letters Pages since T'zer became Ed. I've come to the conclusion that:

1) If you don't mention T'zer or ask for a signed photo of T'zer your letter will not get published.
2) Completely 'nutty' letters get published more than normal serious letters.
3) I have seen a load of letters about writing to software houses. There was even one star letter!
4) Letters that begin with silly sentences like "I was just writing a program on my ZX81 to do 8-channel sound while calculating next weeks' football results when..." are more likely to get published than letters that start "Dear YS, my computer won't work."
5) Always claim the Star Letter or a Trainspotter award.
6) Put loads of PS's and PPS's at the end of your letter.

Stephen Ellis
Cobridge, Stoke-on-Trent
PS ((((Bring back brackets))))

Sorry, but we can't print your letter because you didn't mention me or ask for a signed photo, write about software houses, begin your letter with a silly sentence like "I was teaching my gerbil the theory of relativity when...", claim a Trainspotter Award or put loads of PS's at the end of your letter! **Ed**. *I'll not have anyone interfering with my parentheses.* **Man Ed**. *((((((You don't say!))))))* **Ed**

YOU'RE WALLIED!

Who's a heaving great wally then? No, not you, but you can't blame it on Kevin Cox any more since you laid him to rest in the old jokes home. Now I don't know who the culprit is, but the May issue of Future Shocks says, "There's no price or release date yet, but Starlight's *Dogfight 2187* should be out in time for Easter, priced £8.99" Remove the second comma and it just about makes sense. And it's not just the previews, though goodness knows that's bad enough. Even in the contents, and I quote, "Zillions of games reviews". I only counted 26.

Alan C Dawson
Wirral, Merseyside

The heaving great wally is Marcus! **Ed**. *No, it was Phil.* **Marcus**. *Actually it was Sara* **Phil**. *Hang on a minute, T'zer wrote that.* **Sara**. *No, I didn't... biff kerpow... splat.* **Ed**

PICTURE THIS!

I thought you might like to see this 'ere picture of me collecting a ZX80 from the bearded wonder Sir Clive himself! It was taken when I was five — I won it in a competition in 'The Young Observer'. Thanks a lot for an ace mag.

Paul 'Thickie' Galpin
Gt Gidding, Cambs

Aaaaaaaah! Don't you look sweet. Can't say much for Sir Clive's taste in ties though! **Ed**



FRIZZLE DRIVEL

I'm from the planet Schnizzel. On a mission to study inferior Earthlings, I discovered your mag. Naturally I tried to send off for a YS sub, but it said on the ad "Unknown cosmos, rates on application". This is very disturbing for us Schnizzel-onians, as we don't know what to write the cheque for. I hope we can come to some agreement because my mum doesn't like me to borrow the family Spacetimewarpmobile. How does 17 Wizzels to the Blizzel sound? I own a Speccy +3 squillion with 128 billion K RAM. Do you ever cover software for it? Oh, and I loved that spiffy game with the May issue, but there's an awful bug in mine. My car only goes up to 379 mph! Oh well, gotta go, I have 7,000,000,000,000 light years to fly to get home before supper.

Frizzle Schnizzel
c/o David Nolland
Bristol

I'm sorry Frizzle, but 17 wizzels is unacceptable. My Interstellar Subscriptions Department tells me that due to the extra postage needed for anywhere over 7^{10} light years from earth you'll have to pay at least an extra 20 or 30 wizzels just for the next issue, let alone the other 11! **Ed**

ESSEX MANIAC

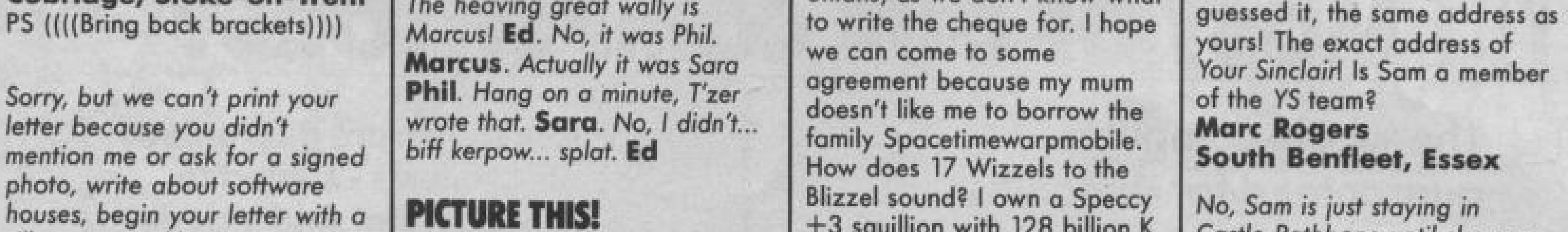
While I was browsing through the Sam Fox mags at my local newsagent something caught my eye. (*I wonder what it was! Ed*). On the back page it gave an address to write to and the address was... yes, you've guessed it, the same address as yours! The exact address of *Your Sinclair*! Is Sam a member of the YS team?

Marc Rogers
South Benfleet, Essex

No, Sam is just staying in Castle Rathbone until she can afford to rent somewhere of her own. **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



This month's Doodlebug comes from Dave Hosier from Hove, East Sussex.

Letters

MAMA MIA!

Too many times I have been reading wrong opinions from an ever cloudy/stormy/grey and never sunny country like yours about wine and spaghetti from my ever sunny/green and earthquaked country.

Now you must know:

1. Spaghetti is a kind of light-yellow/single-track/100 miles long plant with red leaves (called "ragu") and not at all a corn/wheat product. Usually spaghetti plant grows near railways and main roads and is served boiled in very tall glasses (at least one mile). Do not cut it, if you want to enjoy the taste.

2. Wine (meaning Why Is Never Enough) is a kind of red/white water composed as follows: 1 part of grape and 99 parts of Metanolo (an original Mediterranean poison used by wizards: see adventure games!). Usually made in Italy, it's never drunk there, but only abroad. That's why we are all so loved everywhere!

Luciano Spinozi
Firenze, Italy

What a load of cobblers! **Ed**

WILLY OR WON'T HE?

I don't know if anyone else has noticed this, but in *Little Computer People*, if you type "Please show me your willy", the Little Computer Person starts to dance — I wonder what a psychiatrist would make of that.

Steven 'I don't play the Late Late Breakfast Show theme tune on my cheek with a door wedge anymore but the other day I did buy a high quality pair of used ski sticks from our school fete for 5p each' Woodward
Harpenden, Herts

Well, really! I wonder what a psychiatrist would make of the fact that you asked your Little Computer Person to show you his willy in the first place. **Ed.** *This is a definite case of Chronic Pervertia dementia. This disease is usually diagnosed in the early stages with the onset of symptoms such as use of the words 'wahay' and 'oo-er' at every opportunity, the reading of smutty magazines and waggling of various phallic shaped objects. Cure as yet unknown.* **A Psychiatrist**



TRAINSPOTTER AWARD

I am writing to tell you a mistake on page 57 in the May issue. It was on the piece 'oy of the overs' — I spotted no 'r' in strong. I suely deseve a Tainspotte Awad.
Yous Tainspottingly
Kevin Hufton
Glentham, Lincs

A brilliant piece of Trainspotting if I may say so. It's incredible that you should spot something that wasn't there — truly amazing. **Ed**

Is this the Trainspotter Award?
Dan B Nielsen
Odense, Denmark

Yes, it is. What are you doing here? **Ed**

SM RULES!

I am writing on behalf of the Silent Majority. That is, those readers who, like me, read *Your Sinclair* month in and month out but never utter a word of complaint. However the time has come (get out the soap box and stand on it) for me and the other members of the SM to turn (in our graves). Here are the questions and points raised:

1) Put more programs to type in in *YS* every month.
2) Why is it you always interrupt letters with witty comments? (*I do not. Ed*).
3) Why don't you give Task Force more space because it has been voted second best page (after the cover) by the SM?
4) Why do I never win any compos (is it because I can't afford the stamp for the envelope?)
5) Can anybody tell us the POKE for *Olli And Lisa*?
6) Has anyone found a sure method of killing unwanted teachers using a toilet roll, this month's copy of *YS* and T'zer?

Roy Urien
Wombwell, S Yorks

PS Note headed paper, I got it free with a packet of cornflakes.

All I can say is have a butchers at our new section for programmers on page53. Write in and tell us what you think. **Ed**

TIME MACHINE

Remember back in the annals of *YS* history you ran a compo to find the most innovative use for my old keyboard. It's been given a new lease of life as an attractive and unusual wall clock!! Yes, a clock. I set to work when another wall clock I had on my wall (*Good place to put it. Ed*), er how can I put it, got its face smashed. The battery, mechanism and pointers were all okay so into my vacant Speccy case they went. I now have a new timepiece and conversation piece all in one.

Keep up the good work. Try this little proggy out.

```
10 POKE 23689,25:PRINT"Y.S. IS THE GREATEST!!";
15 PAUSE 5:REM THIS IS OPTIONAL
20 GO TO 10
```

The POKE value must be no less than 5 and no more than 25 or you force an error report or worse. The whole thing can be put into one line if need be. I don't know if it works on the 128 or +2 but it's worth a try.

Zaeon the Silicon Chameleon alias Malcolm Wright
Spennymoor, Co Durham

PS Has anyone got a neat little routine for fractal explosions? I tried to hack the one out of *Koronis Rift* but my Interface I didn't like it!

There's only one problem with your new clock — how do you play games? **Ed**

SHOCK, HORROR, PROBE!

Oi! Listen 'ere everyone, I have an important revelation to make. The delectable Ed, known to millions as T'zer or Teresa Maughan is really Teresa Smith, alias Mary Smith of Albert Square. I first had my suspicions when I saw the subscriptions ad 'Twelve T'zers for 15 quid.' Sounds a bit dodgy to me! My suspicions were further aroused when Mary was arrested for... (*Censored! Ed*). And then it was revealed that Mary's real name was Teresa (da da daaah!) Well, what do you have to say?

Mark Owen
Gwynedd, Wales

I think my 'solicitor' will be contacting you pretty shortly for making such wild accusations. The only person on the YS team who stars in EastEnders is Phil who plays Pauline. **Ed.** *I'll just make us a nice cuppa tea.* **Phil**

SAY CHEESE!

I'm writing to complain about the complete lack of cheese in your magazine. After searching through my complete collection of *Your Spectrum* and *Your Sinclair*, I came to the perfectly reasonable conclusion that the Editor is a fish, the Art Editor is green, and somebody else important in Rathbone Place is a lunatic with beans in his ears.

As a distinguished member of society I am appalled, so I am giving you a chance to prove that it is in fact possible to fill your magazine sensibly. I suggest that you have on alternate pages some beans, fish, cheese and anything else green that springs to mind.

Alternatively you could send me a crate of fish (I prefer haddock myself) and I'll forgive you all. Apart from that the magazine's great and thanks for the reduced price game on the May issue. Yours greenly

Alan "Fish between my toes" Lowles,
Middleton-in-Teesdale, Co Durham

Eel be a poor sole — I only work in this plaice for the halibut. And yes, you're quite right — the Art Editor is in fact the incredible hulk in his spare time and that very important person in Rathbone Place does indeed have beans in his ears but then he does have to have his finger on the pulse. I can't send you a crate of haddock but here's something cheesy to keep you happy! **Ed**



T'ZER TEASER

How do you pronounce your name? My brother calls you "T'zer", my mother calls you "T'zer" and I say your name is pronounced "T'zer". Which one of us is right?

Robert A Wilkins
Carmarthen, Dyfed

None of you. My name is actually pronounced "T'zer"! **Ed**

Letters

SOURPUSS

I sure hope that whoever writes the blurb that goes with Hit List doesn't do the office accounts, or we shan't be seeing YS for much longer. "...13 games were rated at seven or above..." You underestimate yourselves — count again and you'll find 14. And what about Hex loader with *BMX Simulator*? Nice maps, but "follow the blue arrow", he says. Not too easy when the map's printed in black and white, is it? Something else that's been puzzling me. Who is this "Alastair Maclean" that Marcus was talking about? All his books have Alistair Maclean written on the front. Finally, what's Sam Fox doing among the sporting stars in your "Stars on 45" special? I mean I can understand some people regarding her as sport, but... ahem... this being a family magazine, perhaps the less said about that the better. All in all, I don't know why I buy a mag with so many mistakes in it. I think that in the future my quid might find its way into someone else's pocket. Alternatively, I could be tempted back with a suitable award...

Guy Morpuss
Alfrick, Worcester

I'm afraid I can't be bribed, corrupted, blackmailed or threatened. Okay then, you can have a badge. **Ed**

SMALL PRINT

PS This is the 100,000th time I've written to you. Well it's my second actually.
Darren Smith
Bicester, Oxon
Not bad for your second attempt! **Ed**

PPPS I like the advert for *Barbarian*, except for that divvy man.
Andrew Kelman
Banchory, Grampian
Which one? There are three! **Ed**

I'm not a carrot. I'm a Swede.
Staffan Vilcans, Sweden
Now there's a turnip for the books. (Groan) **Ed**

You must print this 'cos I waited one whole minute for my dog to write it!
Martin McBain, Edinburgh
You don't expect me to believe such a shaggy dog story. Woof! **Ed**

I think you're incredibly sexy and you can give my joystick a toggle anytime!
David Brewster, Scotland
You must need an 'Ed examination. **Phil**. *Gerroff* **Ed**

NICE TRY

YS is one of the best computer magazines in the world! Do I have to write more for a YS badge?

Emil Lee Engeland
Skoger, Norway

I'll say... **Ed**

ENCORE

More, more, more, more, more, more, more, more, more, more...

Oliver Fraid-At-The-Edges, Trent

Your badge is on its way! **Ed**

IN THE NICK OF TIME

I have just read the May issue of *Your Sinclair*, in particular the article on The Bug. The article was very complimentary, but one point was lost. You forgot to mention me, Nick Dewar, the person who drew the much praised cover. Incidentally The Bug is being given a new look later in the year. And all The Bug's weak points (visually) are being weeded out and done again. This may or may not include the cover.

Nick Dewar
Anstruther, Fife

I'm really sorry we forgot to mention you but you know how it is when you're up against deadlines, revolting reviewers and maniacal Man Ed's. Hope you're happy with this little mention anyway. **Ed**

SINCLAIR CONFUSER

Oh great trainspotter being, in the March issue of *Your Sinclair* I noticed your review of *Martianoids*. It solemnly said that it costs £8.99, but (yes, but) I have a subscription to *Sinclair User*, and the review in there gave a price of £9.95. Wow!! Total bewilderment!! Has the great YS gone totally bananas or cocounuts or grapefruits? Anyway have I earned my trainspotter award or haven't I?

Mark Spiller
Rackheath, Norwich

No, you blimmin well haven't. Sinkplunger User made the cock-up, not our esteemed organ. Martianoids is, as stated in our review, £8.99. So now you know! **Ed**

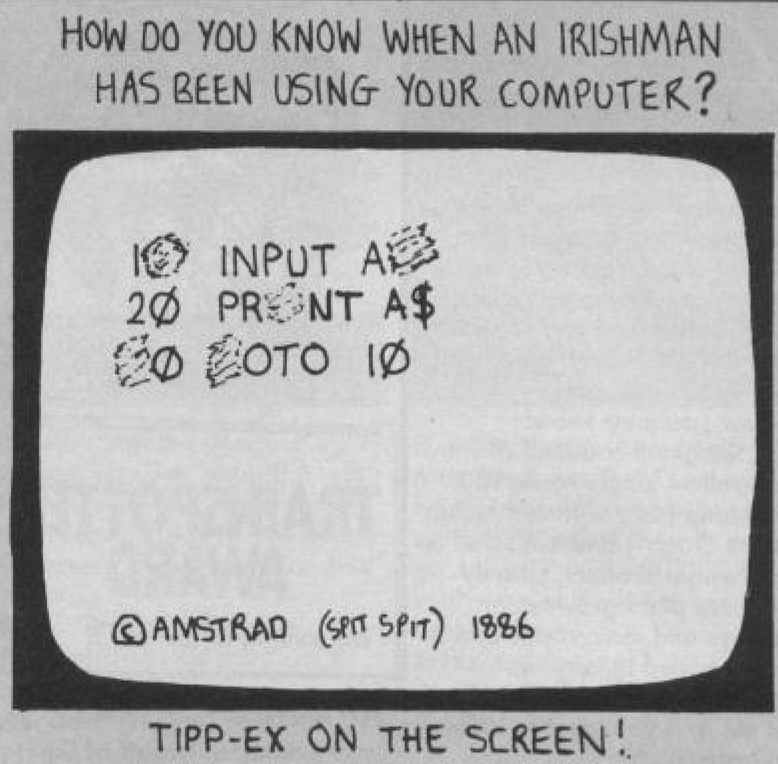
VAMP IT UP!

Looking through the recent June '87 issue of *Your Sinclair*, I noticed a review for *Vampire* by Codemasters priced at £1.99. You wouldn't believe this, but the December '86 issue had exactly the same review! To add to all this, Dec '86 had 5 in the review box yet June '87 had 4!

I think either you lot have forgotten that you already did the review once, or you are very stupid. So, purrrrrrlease let me have a Trainspotter Award for being so damn clever.

Stuart Durbury
Hinckley, Leics

There's really quite a simple explanation to all this — if only I could remember what it is... **Ed**. *Easy. Vampire was re-released in June and two different people reviewed it which accounts for the difference in overall scores. Tommy felt that compared to other budget games around at the time Vampire didn't quite match up!* **Marcus**



And a humourous Doodlebug from Andrew Barker of Rochford, Essex.

RHYMING SLANG

The first time I bought *Your Sinclair* magazine,
I fell in love with him, know what I mean,
I love every part of him up to his spiky hair,
He is as cuddly as a teddy bear.
He isn't Gwyn or Marcus Berkmann,
But Phil South — I'm his greatest fan.
He is so hunky and sexy as well,
Living without him would be pure hell.
So print this poem on your letters page,
If you don't I'll stomp off in a rage.
I dream of him when I go to bed,
So come on T'zer, let Phil be Ed.

Vicki Green
Wareham, Dorset

PS Print us a piccy of Phil South, please!

You must be out of your tree! Phil, sexy? Still, each to their own which is why I've conceded to print a pic of the 'teddy bear'. **Ed**



PSSSST!

I have just three points to make.
(a) Why have you never published my letters? Just because I've never written before, I suppose you think that's an excuse.
(c) What happened to (b)
(b) Oh here it is.

Tim Richardson
Bishop's Stortford, Herts

PS Why does everyone always remember something after signing off and then have to add a PS?

I'm afraid I don't know really. PS Oh, yes, it's 'cos they're all molluscs. **Ed**

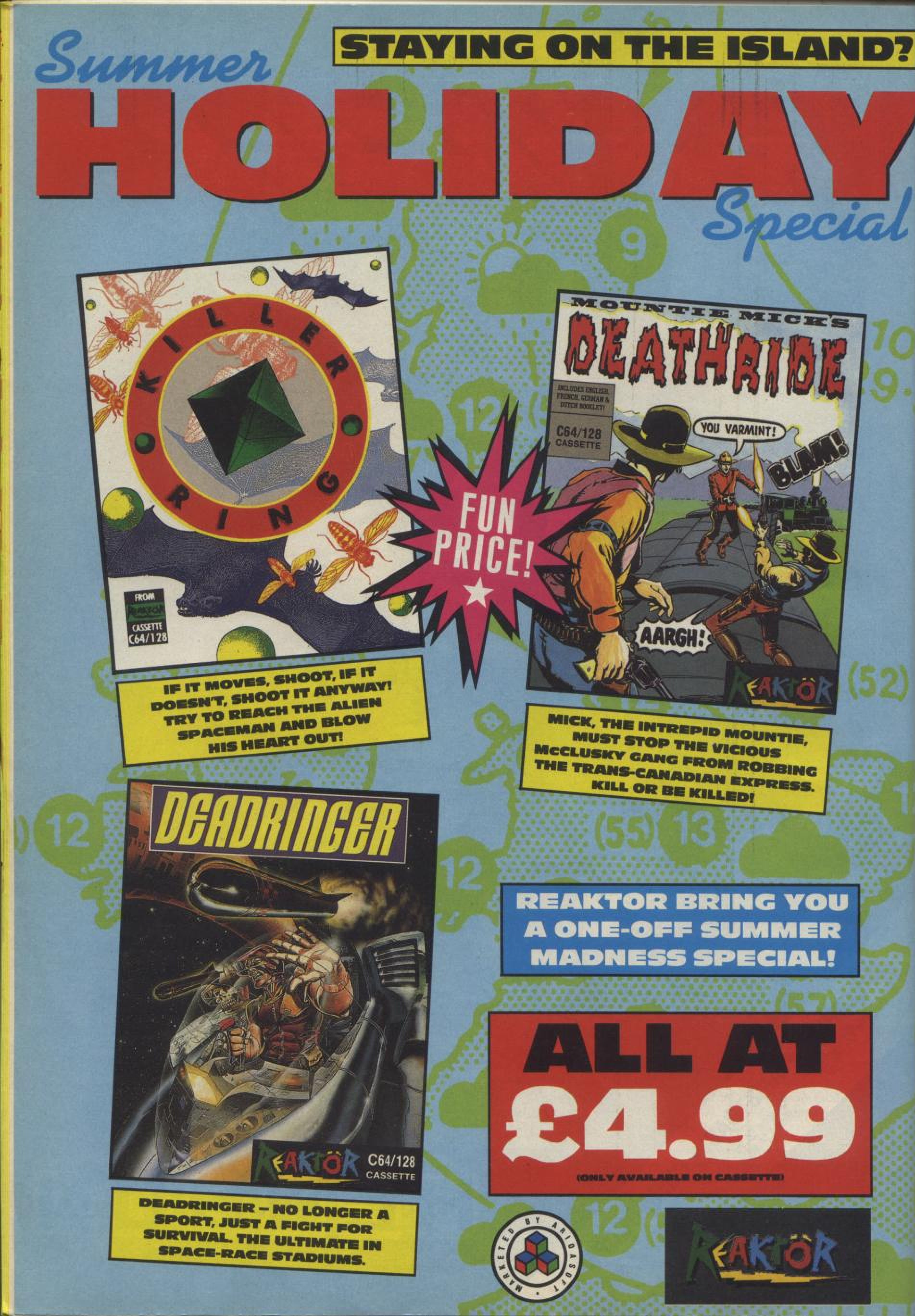
KINDLY LEAVE THE STAGE...

Why can't Frankenstein have children?
'Cos his nuts are in his neck!

Have you got a naff joke that you'd like all the world to share? Send it in to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. All those printed win a YS badge.



EXOLON
Don't buy another game until you've seen Exolon – the scorching new space-play hit from Hewson.
To rid the planet of deadly aliens, you are armed with a rocket launcher disguised as a back-pack – but the odds are loaded against you. With exploding birth pods, landmines, shattering grenades and rampaging rocket guns – you'll need all your skill to outwit the enemy . . . but you do have the advantage of being able to change your level of protection – giving you more power and speed – at a touch . . .
Can you meet the challenge of Exolon? . . .



STAYING ON THE ISLAND?
Summer
HOLIDAY
Special
KILLER RING
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INCLUDES ENGLISH, FRENCH, GERMAN & DUTCH BOOKLET!
C64/128
CASSETTE
YOU VARMINT!
BLAM!
AARGH!
REAKTOR
FUN PRICE!
IF IT MOVES, SHOOT, IF IT DOESN'T, SHOOT IT ANYWAY! TRY TO REACH THE ALIEN SPACEMAN AND BLOW HIS HEART OUT!
MICK, THE INTREPID MOUNTIE, MUST STOP THE VICIOUS McCLUSKY GANG FROM ROBBING THE TRANS-CANADIAN EXPRESS. KILL OR BE KILLED!
DEADRINGER
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DEADRINGER – NO LONGER A SPORT, JUST A FIGHT FOR SURVIVAL. THE ULTIMATE IN SPACE-RACE STADIUMS.
REAKTOR BRING YOU A ONE-OFF SUMMER MADNESS SPECIAL!
ALL AT
£4.99
(ONLY AVAILABLE ON CASSETTE)
MARKETED BY ARIOLASOFT
REAKTOR

HIT LIST

Cheapies are definitely in for the summer — thirteen out of this month's top twenty are budget priced games, with Code Master's *BMX Simulator* doing wheelies up at the top spot. But take a look at the new games making an appearance — something to get all you joystick junkies going. The highest new entry is Gremlin's *Auf Wiedersehen Monty*, steaming in at number five. Closely on its heels is Firebird's *Kick Boxing* at number 6 and *Amaurote*, at number 7, from Mastertronic. *Leaderboard, Milk Race, Olympic Special* are all sporty new entries into the chart and *Football Manager* has been booted up from number 18 to 4.

A lot of long runners have run out of steam so we've lost *Paperboy, Curse Of Sherwood, 180, Konami's Coin-Op Hits, Super Soccer* and *Footballer Of The Year*. With masses of new entries and budget games doing so well we can't wait to see what comes up next month!

THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
▲	1 (2)	17	**BMX Simulator**/Code Masters	7
▲	2 (3)	5	**Enduro Racer**/Activision	9
▼	3 (2)	13	**Feud**/Mastertronic	8
▲	4 (18)	5	**Football Manager**/Addictive	7
★	5 (NE)	1	**Auf Wiedersehen Monty**/Gremlin	9
★	6 (NE)	1	**Kick Boxing**/Firebird	6
★	7 (NE)	1	**Amaurote**/Mastertronic	9
▼	8 (4)	34	**Olli And Lisa**/Firebird	9
►	9 (9)	9	**Curse Of Sherwood**/Mastertronic	4
▼	10 (7)	21	**Gauntlet**/US Gold	9
▼	11 (7)	26	**Speed King 2**/Mastertronic	7
★	12 (NE)	5	**Army Moves**/Imagine	8
▲	13 (19)	5	**Saboteur II**/Durell	9
★	14 (NE)	1	**Olympic Spectacular**/Alternative	3
★	15 (RE)	1	**Brainache**/Code Masters	5
►	16 (16)	5	**Head Over Heels**/Ocean	9
★	17 (NE)	1	**Milk Race**/Mastertronic	6
★	18 (RE)	1	**Leaderboard**/US Gold	9
★	19 (NE)	1	**Transmutter**/Code Masters	6
★	20 (NE)	1	**Vampire**/Code Masters	4

This chart is based on the *Microscope* chart as compiled by Gallup.

12 MONTHS AGO

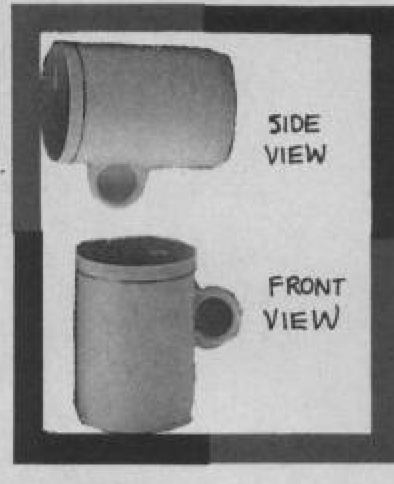
Position	Title/Publisher	YS Rating
1	**World Cup Carnival**/US Gold	3
2	**Batman**/Ocean	9
3	**Knight Tyme**/Mastertronic	9
4	**Rock 'n' Wrestle**/Melbourne House	9
5	**Green Beret**/Imagine	9
6	**Ninja Master**/Firebird	3
7	**Heavy On The Magick** Gargoyle Games	9
8	**Bomb Jack**/Elite	9
9	**Incredible Shrinking Fireman**/Mastertronic	7
10	**Quazatron**/Hewson	9

YS BUBBLERS

- **Challenge Of The Gobots**/Ariolasoft
- **Wizball**/Ocean
- **Hydrofool**/FTL

Calling All Castaways!

Want to be alone with your Speccy and your eight favourite games to play them to your heart's content? Let us know the eight games you'd take with you to a desert island, and why you go overboard about them. Don't forget to bung a mug-shot in with your list so that we can print your piccy too. Each month the author of the wittiest of 'em will get fame, a *YS* badge and the top three games.



DESERT ISLAND DISKS

This ugly mug goes by the name of POR-CEL-AIN but close friends call him the Wizard. So, Wizz, me old china, let's have your top eight before you fly off the handle.

***Gauntlet*/US Gold**
Probably the best coin-op in the world. (*To be read in an Orson Welles voice. Ed*)

***Paperboy*/Elite**
This game brings the memories flooding back of when I delivered papers. He never seems to have a day when it's raining, though!

***Trap Door*/Pirahna**
A great, fun game. I'd be like the character in the game — a berk, for not bringing Miss Maughan with me.

***Monty On The Run*/Gremlin**
Nobody, with any brains that is, would maroon themselves without a Monty Mole game.

***Bullseye*/Macsen**
"Luvly, sooper, marvellous, sooper. Let's see what you would have won so as to rub it in." Who could survive anywhere without a game show conversion?

***Leaderboard*/US Gold**
Well, I'd have to do some exercise and this is the nearest thing I could think of.

***World Cup Carnival*/US Gold**
Utter rubbish, though it does have a practical use. Leave it running and get rid of nine out of ten known predators from boredom.

***Starglider*/Rainbird**
Although it costs a lot it's by far the best game around. Easily outclasses *Elite* and other 3D vector graphic games.

GREAT PHOTON!



Win a twin Planet Photon electronic tag game, plus 20 copies of Nexus' *Micronaut One*!

Ever wished you could shrink yourself down and climb into your computer? You know, when there are bugs in your programs and you wish you could get in there and blast the little beggers, cruising around the circuit boards, small as an electron, armed to the teeth? 'Course you have, bucko, and rightly so. But now you can do it for real with Pete *'Tau Ceti'* Cooke's newest 3D shoot'em up, *Micronaut One*. You play the part of a microscopic robot, whose role in life is to zip around the inside of a computer transfering energy from one Energy Transfer Unit to another. The bugs in the program are real alien bugs, who crawl through the circuits metamorphosing from eggs to maggots to elegant floating jellyfish. And it's your job to race through the 3D maze and zap the blighters before they gum up the works.

Before you get all excited about winning one of 20 copies of this fabby new game, hold your fire. This isn't the star prize! Nexus is giving away a brand new Entertech Photon™ infra-red blaster battle game (as seen on TV), complete with two laser guns, two chest sensors and two helmets with sensors all over them to the lucky winner. It's the Ultimate Game On Planet Earth, a real life shoot'em up, and it's all yours if you can answer these three simple questions:

1) What kind of torpedoes does the USS Enterprise have? Is it:
a) Proton Torpedoes
b) Photon Torpedoes
c) Goaton Tostedas

2) The word laser is an acronym for what? Is it:
a) Light Amplification by Simulated Emission of Radiation
b) Light Arms Shoot Enemy Rats
c) Lightwaves Are Seriously Entropic, Richard

3) What is the speed of light? Is it:
a) 186,000,000 miles per second in air
b) 186,000 miles per second in a vacuum
c) 186 miles per week with a tailwind

Wow! So to win these super prizes, simply mark your answers in the coupon provided. For example, if you think that the speed of light is 186 miles per week with a tailwind, put a 'c' in box '3'. It's a cinch! So whip off your entry today and, some time in September, you and a friend could be the Ultimate Photon Warriors!

Rules

■ **Employees of Dennis Publishing or Nexus will be shrunk and put into a computer game if they try to enter this compo.**
■ **Anyone who argues with the Ed's decision will be put in a maze and chased around by ravenous microscopic maggots (The *YS* team).**
■ **If you don't enter this compo before the closing date of 31st August, well, let's face it, you'll feel pretty small.**

Look here, I'm really skill, and to prove it here are my answers:

Question 1 ☐ **Question 2** ☐ **Question 3** ☐

Name ....

Address ....

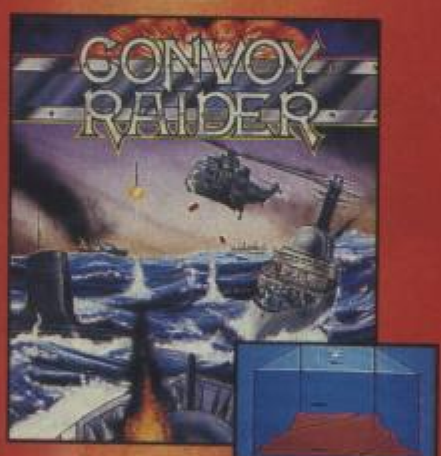
....

.... **Postcode** ....

Send your entries to: I Want To Be An Ultimate Photon Warrior Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

HANDLE WITH CARE

Watch out, there's an explosive trio of new releases about to burst into the shops and they're by no means a set of damp squibs. In the right hands they're worlds of tremendous excitement, action and skill. In the wrong hands they'll turn into mind blowing, nerve shattering packages of player destruction. You'll have to judge for yourself if you've got the confidence and ability to take on such a challenge.



CONVOY RAIDER

The free world is in peril – war has been declared and the enemy is closing in. Your weakest point is the coastline so a strategic defence initiative has been adopted.
YOUR MISSION – is to patrol and defend the inner sea using all the modern weapon systems with which you have been supplied.
SEAWOLF – a deadly accurate missile for use against both aeroplanes and anti-ship missiles.
EXOCET – a video linked rocket for attack upon surface ships.
ANTI SUBMARINE HELICOPTER – attack the enemy submarines using your depth charges.
The future of the country lies in your hands; frighteningly powerful weapons are at your disposal and important tactical decisions must be made.

CBM 64/128 C £9.99 D £14.99 Spectrum 48/128K C £7.99
Amstrad C £9.99 D £14.99

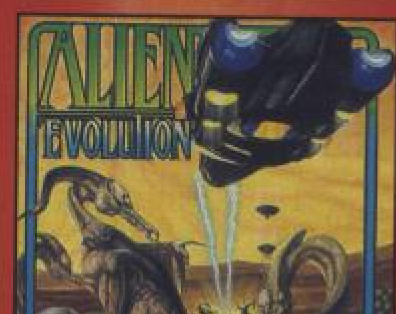
ALIEN EVOLUTION

Following a nuclear holocaust the earth has been populated by a race of hostile aliens.
The human survivors driven underground have finally developed a CYBORG android capable of destroying the aliens, but even if CYBORG C4 succeeds in exterminating the first few aliens he will then have to contend with a multitude of the next breed which evolve from their remains and so life continues....

Will CYBORG C4 ever halt the ALIEN EVOLUTION?

Spectrum 48/128K C £4.99



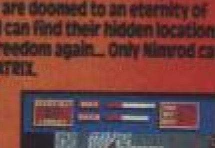




FINAL MATRIX

Within a galaxy of uncertainty, a universe of confusion, a reluctant hero, Nimrod, sets out on a mission that will determine the fate of his brethren Bioptons. Captured and banished to imprisonment within the vast and hostile Craton Matrix prison network, members of this peace loving race are doomed to an eternity of solitary confinement. Only Nimrod can find their hidden locations. Only Nimrod can release them to freedom again... Only Nimrod can discover the secret of the FINAL MATRIX.

Amstrad C £9.99 D £14.99
Spectrum 48/128K £7.99



DYNAMITE ACTION FROM GREMLIN

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423. Telex No: 547274



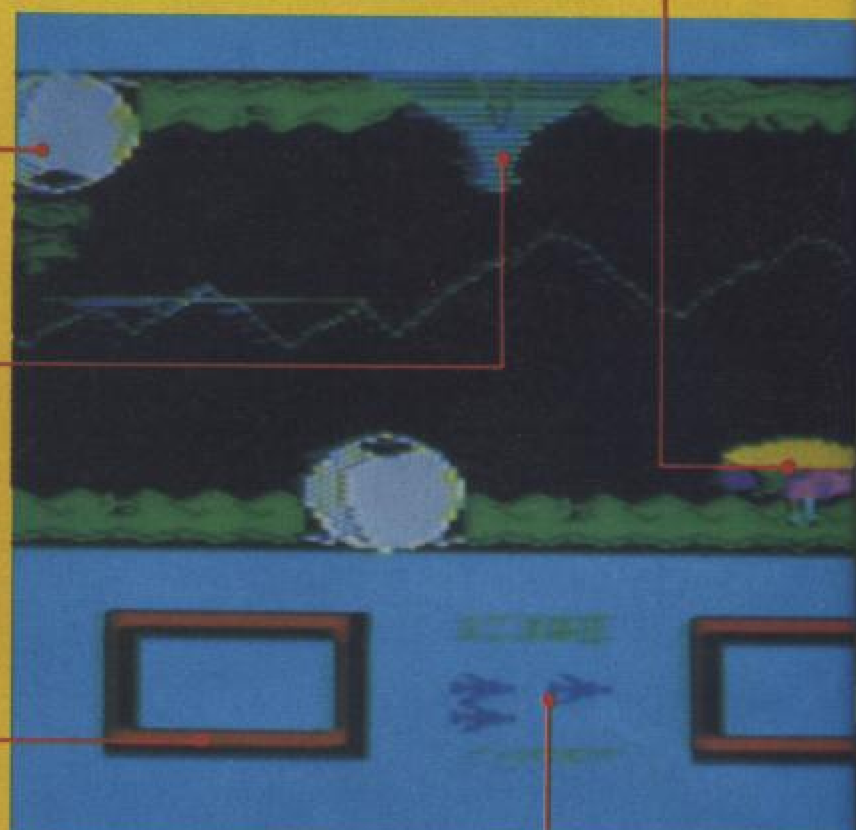
CHALLENGE OF

COME IN, LEAD

Deep in the nether reaches of space and time lies the Möebius Strip, the domain of the evil Gog. *Phil South* transforms himself into a sports car and races across the icy wastes to bring you this exclusive preview of Ariolasoft's *Challenge Of The Gobots*!

Within these spherical objects, looking rather like lobster pots, lurk the evil followers of Gog. This is where Turbo and Cop-Tur will try to drop your Scooter units to stop you from using them to bomb the bases!

When the game begins, the present gameplay parameters are in force, so unless you alter Land Death to No, then every time you bump into a planetary feature — BABOOM! Bye bye Leader 1! So it's best to set the parameters to something simple when you start out.



The Temple Of Gog. Of course the first thing Gog did after conquering the planet Möebius was to build a temple dedicated to... why, the worship of Gog, of course. So when Leader 1 arrives Gog is inside the temple receiving tributes.

Here is your Scooter bank indicator. On this panel you can see how many Scooters you've picked up. If you pick up any more than it can show, you'll still have them on board, but the number on the indicator won't go down until you start running low!

Here is the number of ships you have left, plus your score and rating. You start as a Cadet, but can you raise your score enough to end up on the Gobot's Scroll of Honour? Will you make it to the status of Friend? Don't worry about that! Keep that trigger pumping!

For centuries peace and tranquility reigned in the solar system, until the black day when Gog and his demonic followers entered sensor range at the edge of human colonised space. They launched their killer robots towards Sol System, teeth gleaming, knives drawn, their robotic eyes keen for human blood...

On the surface of the remote mining planet, Möebius, the alarm bells ring. Gog's robots swarm across the skies, destroying everything in their path. The Möebians offer a feeble resistance, but are quickly vanquished.

In his command centre, Gog smiles to himself. Once Möebius falls, he'll loot all its ore and minerals, and then smash the power source which allows the artificial planet to keep its one-sided shape. So not only will he control the solar system's mineral supplies, which are vital to space travel, but he'll have the power to send his killer robot legions on the last leg of their journey... to Earth!

The government of Earth takes a last desperate step. A fully computerised defender robot, Leader 1, capable of transforming itself into a 20th century F-15 fighter plane, has been discovered in the lower levels of what used to be Gobots Command. The gigantic machine is quickly prepared and launched, in the hope that it can reach Möebius in time to do battle with Gog's invincible killer robots, and prevent the destruction of the planet!

And guess who's in control of Leader 1? Yep, it's you, bucko, so don't mess up! What happens if you fail? Well, how do you feel about life as we know it ending instantly, and every particle in your body exploding outwards at the speed of light?

Ariolasoft's new game, by the galactically famous Tony Crowther, is based around the Hanna Barbera/Bandai toy range and cartoon series, *Challenge Of The Gobots*, those fabby transforming robots that nobody can stop fiddling with. The scenario is played out on a one-sided planet, a möebius strip in fact, so if you walk along the surface of the planet and look up, you can see another surface above your head. If you keep walking, the features you saw overhead roll into view.

You must fly through the space in between the two surfaces of the planet, resisting the gravitational pull of both so you can hold your position in the middle. A robot called Scooter has

OF THE GOBOTS



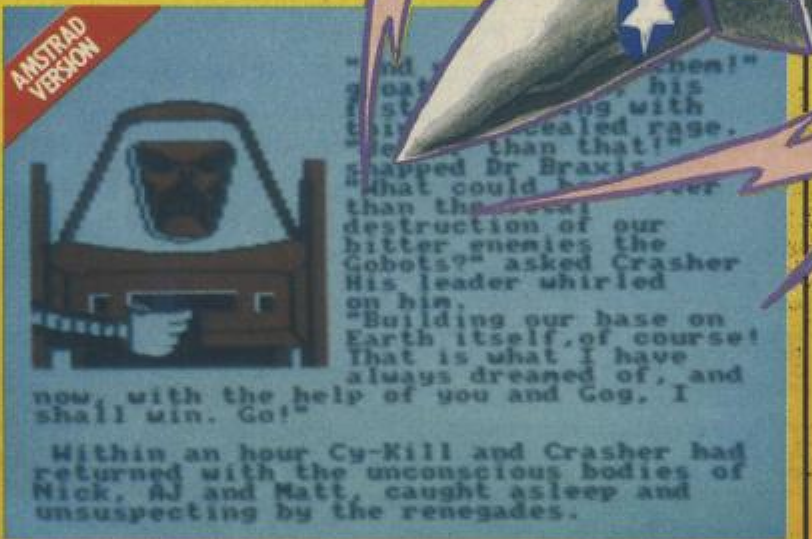
DER 1...



As you can see, the terrain on Mõebius seems to have two sides, this one above, and the other below. But in actual fact they are one and the same, in a continuous scrolling strip. Any features you see above you will be under your feet in seconds!

Here he is, our hero, Leader 1, one of the last Gobots in existence, capable of transforming himself into a super powerful F-15 fighter plane. Amazing value, *Gobots* and *F-15 Strike Eagle* all in one easy to swallow capsule!

Once on the ground, pressing down on the joystick or keyboard will activate your drill, allowing Leader 1 to take on ammo in the form of Mõebian ore. Having filled your ore compartments, the number of boulders you can throw is shown here on this indicator.



As well as a storytape, telling you in rousing music and robot voices the story behind this great adventure, you get a computerised comicbook giving you the background story to the game. Cor! You can even improve your French and German, as there is an option to read the story in those two languages too! Golly! Who said arcade games weren't educational?



Within the game is the option to 'tune' certain gameplay elements to suit your skill as a player... or maybe you're not quite feeling yourself today. You can alter the gravity so it doesn't pull you down, or you can switch off Land Death so the pointy edges of the buildings don't scratch your paint job!



been cloned and lots of them have been spread around the surface of the planet. Your mission is to pick up all these robots and use them as bombs to destroy Gog's bases on the planet. Occasionally you'll find that one of Gog's Badbots (give 'em a smackbot, I say!) will grab the Scooters and try to drop them out of your reach in the bases! Eek! The solution to this is simple. If the Badbots are flying, like Cop-Tur, you can shoot them down with your laser cannons while you're airborne. However, if they're driving along the ground, like Turbo for instance, the process is a little more complex. You have to land, transform into your Gobot form, and drill up some ore. Then you can form the ore into boulders which you can fling at Turbo, destroying him and freeing the Scooter for you to pick up!

Although the strategy elements in the game mean you have to think fast, *Gobots* is essentially a rip-roaring shoot 'em up. The graphics are really neat, the sound effects, especially on the 128 version, are ear-splitting, and the gameplay is very frenetic, with a lot to think about in a very short time. One of the most interesting bits of the game is the built-in ability to 'tune' certain elements of the gameplay, like Land Death, Gravity, Autofire, Thrust and so on, so that even if you find the game too taxing in its natural state, you can tune it down to ease yourself into it gradually.

It's fast, frantic and fantastic! It's *The Challenge Of The Gobots*!

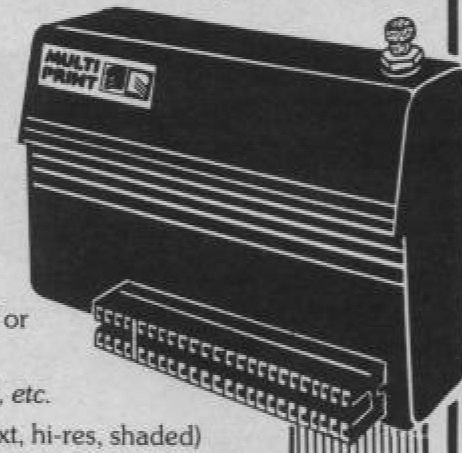
FAX BOX

Game	Challenge Of The Gobots
Price	£8.99
Publisher	Ariolasoft
Release Date	June 24th

Illustration: David Elliott

ROMANTIC ROBOT *present*

MULTIPRINT(TM)



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With 8K RAM EXTENSION (for m/code or data) + built-in MULTI-TOOLKIT + 1.2m printer cable

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THE ULTIMATE MULTI-PURPOSE CENTRONICS PRINTER INTERFACE



PROBLEM: HOW DO I PUT ALL OF MY SOFTWARE ONTO TAPE, CARTRIDGE, DISK OR WAFER?

SOLUTION: WITH THE multiface!

Load ANY program as usual, stop it at ANY point and SAVE it – it works EVERY time, it is fully automatic, idiot-proof, just sit and watch....

Menu-driven with prompts and one-touch commands: 1) Push button 2) Select function: exit/return/save/tool/print/jump 3) Input name 4) Save program or screen to tape/microdrive/wafadrive/Discovery. Special versions also for Disciple, Beta, Kempston (please specify!).

Needs NO extra software, takes NO part of SPECTRUM RAM – has ALL in its own 8K ROM & 8K RAM

Extremely simply to use, friendly, 100% reliable, fully error-trapped, guaranteed – PURE MAGIC

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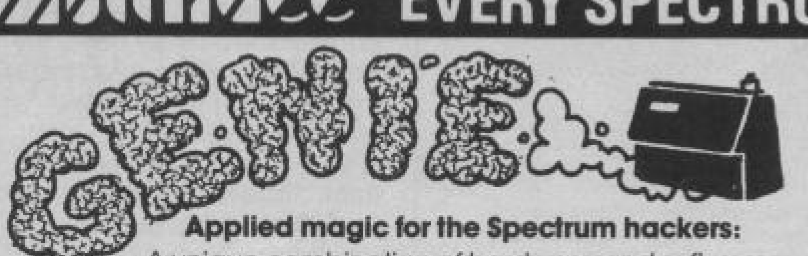
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THE FINAL MATRIX

Gremlin/£8.99

Richard Imagine a sort of cross between *Alien 8* and *Bobby Bearing*, with bits of several other games (notably *Gauntlet*) tacked on, and you might get some idea of what *The Final Matrix* is all about.

You control Nimrod, who flies about the galaxy from matrix to matrix. Each one is a sort of mini-prison made up of half a dozen or more screens full of booby traps, alien guards and useful objects (though you'd think the alien guards would have tidied these away by now, wouldn't you?) Somewhere in each matrix is hidden one of your mates, who you have to rescue. Simple, right? As always with this sort of game, wrong.

Graphically, it's barely different to any one of half a dozen other games — semi-3D effect, you look at the layout from the side. Nimrod is a Dusty Bin lookalike, but with a lot more charm and a mean little laser pistol, controlled via keyboard or joystick. The map is built up of square paving stones, with block walls one or two levels higher — fall off the paving stones and you plummet into interstellar space or die. Above the map is a display that tells you how much energy Nimrod has left for himself, and how much he has left for his gun (sexism at work there — no reason why Nimrod can't be a she of course…) and how much time is left — you effectively have 100 earth minutes.

You can jump up onto the walls by running over certain special squares which act like springboards. Other squares repel you, some drain energy, some act like the 'black ice' and so on. Objects include thruster packs that allow Nimrod to jump, mega-zappo-blammo-blasters which can blow away walls and blocks, blocks which can be moved around to act as stepping stones to higher levels, packing cases with ammo in, and TV monitor screens which supply maps of each matrix.

One neat option is to dump each screen to printer — great for the mappers among us! What else! Oh yeah, the more you visit each individual matrix, the tougher the defences get — so try and get in and out in one go.

But, whether or not the plotline is original, and whether or not the graphics echo one or two other games around, the important thing is how good the game is — and *The Final Matrix* scores very highly here, 'cos it's fabbo, honest. It's also fairly difficult. I think I must have spent more time watching Nimrod getting vaporized that I did actually guiding the little blighter around the matrices. So if you enjoy this sort of game already — and let's face it, you must have seen enough other programs very much like it to know — then you'll love this one.

YS CLAPOMETER

An excellent arcade adventure in the Ultimate mould — witty, tough and fun to play.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9



Here on Pludos you'll probably get the easiest ride. Manoeuvre Nimrod onto the TV block to have a look at the map, then move him round to the blue/yellow arrow to let him jump up onto the wall above.

SCREEN SHOTS



YS Seal Of Approval

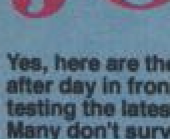
All games reviewed in Screenshots are finished products.

JOYSTICK JUGGLERS

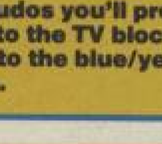
Yes, here are the hardy perennials who sit day after day in front of their monitor screens play-testing the latest Speccy games just for you. Many don't survive the ordeal, but those who did this month include:



Cliff Joseph — the latest newcomer to the *YS* ranks, and something of a man of mystery. Which football team does he support? What's his favourite yogurt flavour? We just don't know.



Rick Robson — not to be confused with Mr Blaine — instead people usually mistake him for Animal in the Muppets. Nearly the only survivor from *Your Spectrum* days, he knows his way around a rubber keyboard.



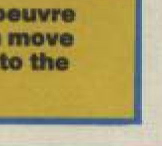
Rachael Smith — the rumpiest gal in Speccy gaming. Likes her games hard and mean, and her men the same way. Now will you stop asking us to print her picture?



Gwyn Hughes — Rachael's worse half, and he loves anything which involves violence and gore, preferably on an intergalactic scale. It's that fiery Welsh blood — or it could be the hormones.



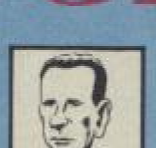
Tony Lee — a keen fan of anything that involves shooting at things, and someone who really burrows his way into a game. In fact, it's often hard to get him out again. Ton-eeeeee…!



Richard Blaine — taking time off from running his café to try out the latest in arcade adventures, or anything else we throw at him. And he's got the scars to prove it.



Marcus Berkmann — games führer and mapmaker. Still spending far much time trying to finish *Head Over Heels* (four planets only, as yet). Has a sad weakness for the cheesiest old arcade adventures.



Phil Snout — newly appointed Sandwich Editor, Phil's political instincts extend only to the Electoral Roll he ate for lunch. But give him a shoot 'em up and he's happy.

DEATHSCAPE

YOUR SINCLAIR MEGAGAME

Starlight/£8.99

Gwyn Why is it we're so paranoid about broken peace treaties? Here's another one blasted to smithereens, this time by the beastly Vargs.

The plot matters little with *Deathscape*. It could have been written at three in the morning on the back of a beermat for all its significance. Forget the funny names and future history... the only important info you need is that this is one ace shoot 'em up.

No — to be accurate, you do need to know a little more. As the press release so delicately puts it, "Owing to a slight cock-up at the printers, the keys are not as described in the manual." It continues to offer a tube of Smarties as a bribe to any reviewer who corrects this "cock up". Well that won't work with Old 'Incorruptible' Hughes.

(Hang on, did they say Smarties? I'd sort out any cock-up for that. Sound FX toggles on Q; A aborts from VARG mothership; W's the map; S fires missiles; E is auto-score update and D auto-fire; R teleports to the control ship and F to the Varg mothership. — Old 'Corruptible' Smith.) (And F to you too! Varg Mothership.)

Exc-use me! If I may continue ... Thank you. Now where was I? That's right — not giving away the plot. Well, quite simply, it's this. You steer a Zarquon CAM III Multi-Role Fighter, which, as all Zarquon Spotters will know, is a pretty mean doody, down the tunnels of the Deathscape gladiatorial pit.

See, I said the plot was the pits. But the gameplay is all fast moving wire frame walls and a variety of aliens advancing at speed out of nowhere. Providing you've got the power left you can make a quick trip back to your control ship for extra missiles. But even they don't come free in this rigorous test of reactions, and you'll be expected to put in a spell defending your base against the space drones.

You'll need to learn your control panel and know where the info is, from the scrolling messages up top to the fuel and shield indicators down below. Keeping in touch with your status may just help you live that little bit longer... and rake up an even higher score. Yeah, verily, this game is a Hall of Fame Freak's daydream.

As the resumé of cocked-up keys indicated, there's also a lot of control to learn, though this isn't as off-putting as in some games. As you can define your direction and fire keys, you may find it easier to junk the joystick just this once and keep your hands on the alphabetical bits.

In fact, the main commands that you'll need are the ones that summon up the map of the grid, with its invaluable view of where you are in relation to Vargan installations, and the teleport to control. The mothership only appears at the end of the game, by which stage your fingers will be flashing around like a concert pianist's, so a couple more keys shouldn't cause chaos.

The secret of success seems to be trying to get the aliens before they get too close. They all emerge from a very small point, so if you target this you can wipe out a whole wave before it splits. Identify their attack patterns too. Particularly nasty are the spinning wheels which strobe backwards and forwards before crashing in for the kill.

Also, use the time-honoured techniques of trashing fuel dumps and generators to refuel or replenish shields. You can score extra missiles, with the same lack of logic, by destroying the fortresses within the grid, but they serve a more important purpose. Each time you wipe one out you'll obtain part of the code that lets you take on the mothership.

Deathscape's plot may be doomed but Starlight has a sure-fire winner in the arcade action stakes. Go vanquish a Varg — you know it makes sense!

YS CLAPOMETER

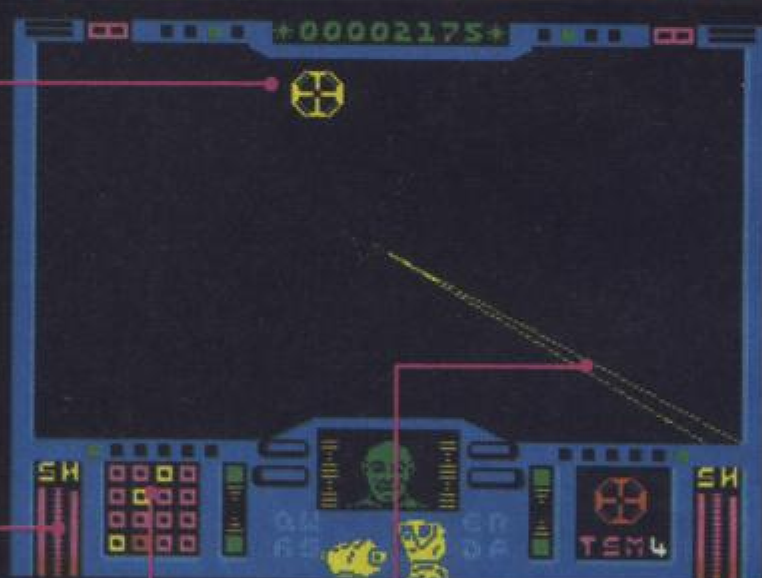
Ultra-fast, multi-level shoot 'em up which will have you begging for more. Should come with additional adrenalin for addicts.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

Now these are nasty. The bicycle wheels flash backwards and forwards until you feel quite sea-sick, then close in for the kill. Try to get them as they retreat, but beware — they're fast.

On board the mothership you're not going anywhere — which means you've got twice as many shields to worry about. Lose two on either side and you might as well kiss your mission goodbye.



Fancy a game of noughts and crosses in the quieter moments? Well, there aren't any... but then again, this isn't a noughts and crosses board. It's an indicator of how well you're doing.

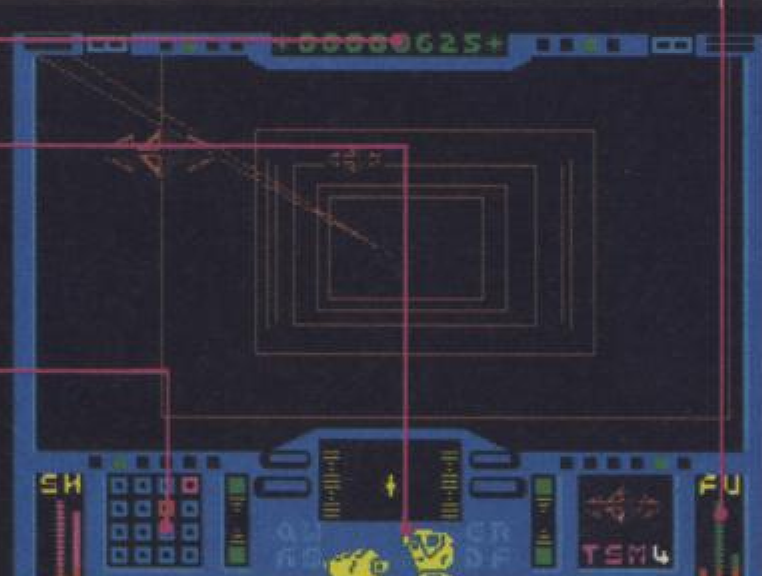
Position your plasma beams properly and you can wipe out a whole wave of aliens as it screams out of space. Actually, the noise is more like a badly-tuned radio, but it doesn't half help the atmosphere.

There's no fuel like one who's run out of fuel — keep an eye on these three gauges, for right, left and thrust, because unless there's energy left you can't get to the Control Ship to refuel.

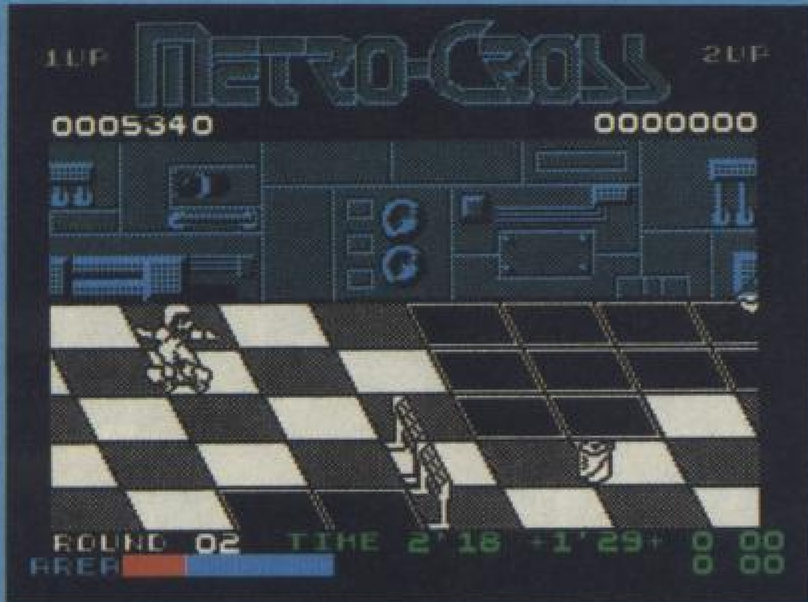
Have you got the scrolls? No I'm a goblin. As well as your score, this window provides information on what you can and can't do, such as spending too long reading its messages.

You've got to hand it to Starlight. Details such as the synchonised hand jive of the pilot and the constantly yapping commander are the chrome that makes *Deathscape* shine.

Cars may have indicators on the outside, but spacemen need them inside. On either side of the screen there are flashing lights to tell you when there's a turn coming. Luckily Vargan architecture is all right-angles.



METROCROSS



US Gold/£8.99

Tony This is an interesting game! It's taken from the arcade game of the same name, which I had great fun with earlier this year. The main idea is to run through several screens against the clock, which may sound easy, but believe me, guv, it isn't. For one thing, there's almost no possible way to miss all the obstacles, as these take up more of each screen than the track. There are black squares to slow you down, hurdles to dodge or jump, gigantic coke cans that roll towards you, and various dodgy squares — if you stand on these they either open up and swallow you or spring up, catapulting you into the air. And there are the rats! These pesky rodents speed towards you, latch onto you and slow you down. The only way to shake them off is to jump, or move from left to right rapidly.

Of course, you're not stuck out there with no help at all. You have no gun, or indeed weapon of any kind, but there are various helpful items scattered about the place for you to use. These include small coke cans which give you weird powers if you jump on them, or extra points if you just kick them. If you jump on the blue ones the time stops for two seconds, while the green cans double your speed. However, all you Speccy players can disregard this totally useless piece of information, 'cos all the cans in the Speccy version are drawn in black and white, so it's a case of pot luck as to what you'll get when you jump on them.

Other helpful things are the springboard and the skateboard. The springboard does exactly what it says — catapults you further into the screen, while the skateboard lets you skate through black squares without losing speed. One warning, though — after hitting any nasties you lose all your extra powers, and don't jump on a skateboard, or you'll lose that as well.

The graphics are well animated, especially when your little man is beetling along on his skateboard. One major gripe, though is that after the end of the game, the hi score and command screens pass in the blink of an eye, so you can't see how well you did, and you can't change any of the functions. The game seems hard, but after a couple of goes you'll get into it, I promise. It looks like US Gold has realised just what you can do with a Speccy and is putting the knowledge to really good use!

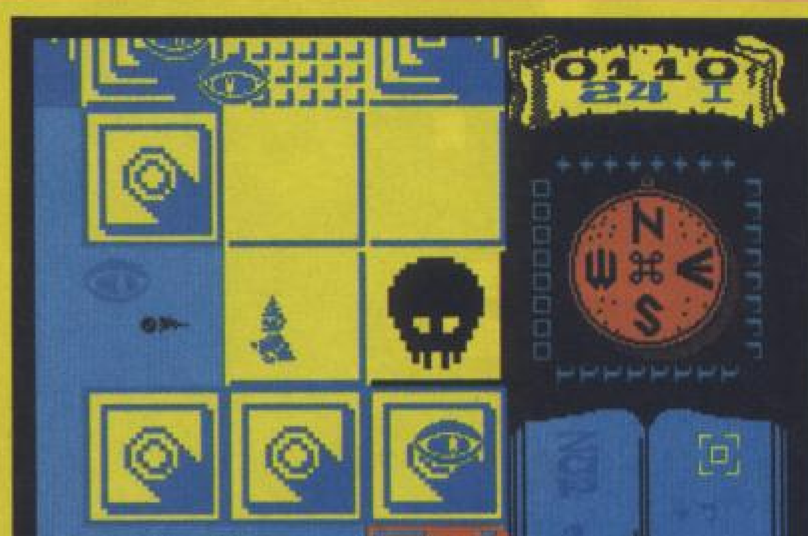
YS CLAPOMETER

A dinky little rusharound — another goodie from US Gold. Sharp graphics, and totally addictive!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

WIZ



Melbourne House/£7.95

Rick Wot a wonderful Wiz that woz! Cast your mind back to those magical mystery tours of *Dandy* and *Druid* and you'll have some clue where *Wiz* iz coming from. A sort of Rune With A View, *Wiz* is a dungeons and dragons shoot 'em up made up of walking sprites that relentlessly pursue you, a humble level one wizard, across the Magical Isle where the Dark and Light world's conjoin (oo-er!)

You alone know that too much evil has seeped from the Dark world to the Light. Your task is to bust the bridges connecting the worlds, a task only level five wizards can achieve. How can you, a mere sorceror's apprentice, make the grade and save the cosmos?

It's really a case of "I'll name that rune in one to five." In move and cast mode you're able to whizz around the Magical Isle, avoiding the various skeletons, woodlice and bogey men that sap your zap. Then use the runic spell to marmalize the meanies — though how, when and who to do in is something you'll have to work out yourself.

But to get a spell in the first place you have to go into 'prepare mode', where you have to pick a rune from the on-screen medallion which, at the touch of a button, is also your compass guide to the isle. 'Read Spell' lets you check the wizardry you started with and have since picked up. If you're really stuck you can go into the medallion for 'Buy Spell' mode which'll let you wheel and deal with any wandering wizard you meet. But beware — trying to buy a spell without adequate power will lead to your destruction.

As *Gauntlet* clones go, I'm not exactly spellbound. *Wiz* is neither as quick or slick as its predecessors. It's not so much heavy on the magic as heavy on the joystick. Meandering through the modes is a bore, taking the edge off zapping the Evil One's ghoulies. But it's not all a load of old warlocks, so give it a wiz!

YS CLAPOMETER

More Gauntlet-like wizardry, but neither graphics nor gameplay match the high standards of its rivals.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7


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KILLED UNTIL DEAD

US Gold/£8.99

Gwyn Okay, don't anybody try to leave the page until I've finished this review! It's taken a lot of hard detective work to get this far, sure as my name's Sherlock Hughes.

All you trainee gumshoes should pull on your gumboots and trench coats for one of the most original games you're likely to see this year. What *Psi-5 Trading* did for outer space, *Killed Until Dead* does for the inner workings of the criminal mind — but it does it even better.

That means it won't take a Marlowe to realise that US Gold has succeeded in translating a disk-style game, of the sort that's big business in the States, into a two cassette format. The only drawback is that it all loads in several parts and you've time to make several cups of coffee if you choose one of the more advanced adventures. But until the +3 establishes itself you'll just have to put up with those caffeine overdoses.

The plot is classic thriller stuff, with a knife in the back and a tongue in the cheek. A selection of ever-so-slightly psychotic mystery writers are gathered together for a meeting of the Midnight Murder Club, so called because on the stroke of twelve there'll be a dirty deed as an author passes on to that great publishing house in the sky.

It's up to you, as Hercule Holmes, to discover who's going to do whom with what and where... and you'll need to know why as well before you can bring the killer to justice. It's all a bit like Cluedo, as you gather clues and eliminate suspects by a process of deduction. In play, though, it's nothing like a board game... or an adventure or anything you've ever seen. All the action takes place from your desk because you're a hi-tech'tec, but that doesn't stop you getting about.

Luckily the instructions provide you with a smooth path into police procedure, so providing you use the PAUSE key (P) liberally to stop time slipping away while you read the next stage, you should be able to piece together the easier plots.

Start by reading the files on each character and, as well as picking up hints on personal animosities, you'll find some clues to the program writers' sense of humour. They're guilty of taking the classics of detective fiction less than seriously and of an odd strain of salacious wit. Some of the gags really slayed me!

The next step in an investigation is surveillance, which entails checking that one of the writers' rooms is empty, then answering a trivia question. If you fail you're barred from the room for ten minutes.

Once inside, various clues appear on screen and are recorded in your notebook for ready reference from the main desk screen. You'll probably find details of meetings, which may occur in the bedrooms or public areas of the hotel. You can either pry on them in person or set one of the three pre-sets on your tape recorder to get the details, which are again logged in your files. Eventually you'll have picked up enough information from snooping and the incoming phone calls, which are often anonymous, to start questioning. On first contacting a suspect you have to drop a remark that lets them know you've been in their room. As with all the questioning this is done via joystick selection of multiple choice statements.

Once you've shocked them into rapping it's time to start the squeeze, watching the animated face which will warn you if you're on the right track. Information is automatically recorded and can be sorted in any of the key categories, so that you can slowly unravel the plan.

You'll soon be ready to make an accusation, and if you get the right details you'll have to suggest the motive, based on what you've seen and heard. You're a hero if you get it right, but a wrong accusation results in a shadowy figure shooting you!

For a brain-game this is amazingly involving as you try to find where people are meeting, check your files and answer the phone, all before you have the sadistic satisfaction of seeing little old lady Agatha Maypole turn white when you quiz her about the axe handles in her bedroom!

Obviously it'll lose its appeal once you've solved all the cases — perhaps US Gold could put out extra data tapes? — but there are so many included that it'll take some time before you can brag, 'Elementary, my dear Spectrum,' with any real sense of conviction. So, there's only one possible solution... it would be a crime not to make *Killed Until Dead* a megagame!

YS CLAPOMETER

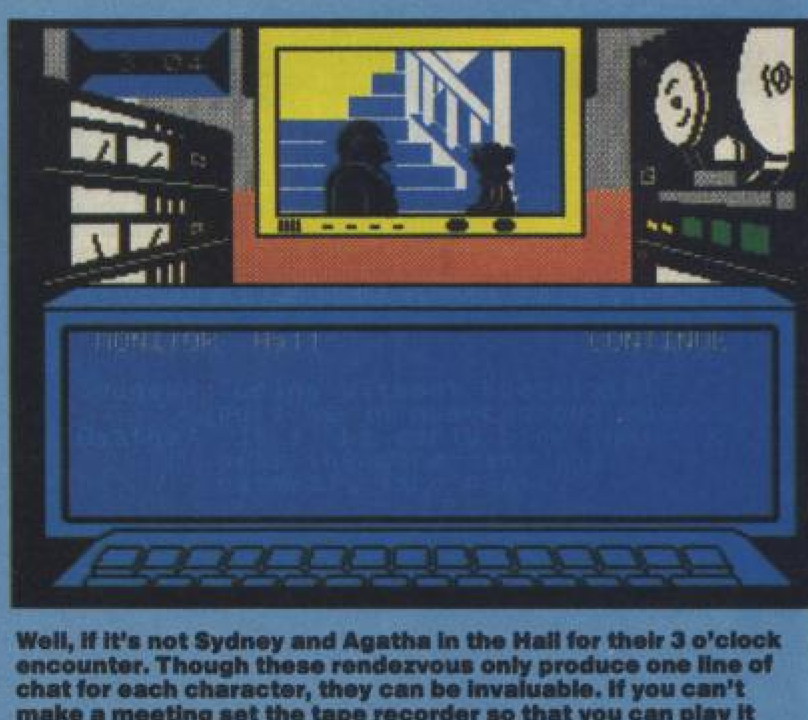
Probably the best detective game ever. Take on the weird suspects and wild humour of this wholly original brainteaser.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Your study is the main control screen, using the hand as cursor. From left to right, Surveillance lets you spy on suspects and set the tape recorder; the Phone receives tip-offs and is used to question or accuse; Notes logs everything that you've discovered so far; and the Files contain details of the crime writers. The clock reminds you that time's ticking away...



Well, if it's not Sydney and Agatha in the Hall for their 3 o'clock encounter. Though these rendezvous only produce one line of chat for each character, they can be invaluable. If you can't make a meeting set the tape recorder so that you can play it back at your leisure.

TAI-PAN

Ocean/£7.95

Phil Confucious, being a canny sort of chap, once said "there's nothing new under the sun". S'funny, but my old mum is always saying exactly the same thing. And on the subject of computer games, this has never been more true than it is now. But what the oriental sage (and my mutti) didn't bargain for was *Tai-Pan*.

You begin life as a penniless Chinese chappie on the streets of some oriental city. But far from being the sort who'd prefer to sit down and beg for a living, you're a business kind of guy. You want ships to command, money in your pocket, chow mein on the table and a curvy Soo Ming with knitting needles in her hair to serve it for you (heavy on the soy sauce, doll). Yep, you've got high hopes, boy.

But first you've got to buy yourself a junk, a kind of Chinese boat, and to do that you've got to have a few yen to rub together. Having found a gullible (but suitably wealthy) patron, you can scuttle off to the junk shop and purchase a pile of junk... well, hopefully a pile of junk that floats. Having bought your boat and a take-away to chew on the long journey ahead, you must enlist the services of a crew. You can either buy them, or if you're feeling stingy, just bop them on the head with a blunt instrument and throw them on your boat. Then it's off on the high seas to trade and attempt to earn back the money you borrowed.

There are three phases to the game — in the town, on the sea, and a combat scene. In all three phases the actions you take are icon driven (the little pictures at the bottom of the screen) and communication with other characters in the game takes place in a little scrolling text window underneath. As you rake in the cash, your total loose change is shown under Cash, and what you've got invested in cargo and equipment is shown under Assets.

The battle phase is brill, being a bit like *Dandy* in its plan view map and rapid-fire shoot 'em up action. Having boarded a ship, you can choose to blast the defending crew with your pistol, or if you run out of balls, to run them through with your cutlass. As you can see, the scope for buckling your swash is enormous. (Oo-er).

The best bit about *Tai-Pan* is the fact that the path your career takes towards the rank of Tai-Pan (Chinese for the Big Cheese) is entirely your own. If you want to be a privateer and go round shouting 'avast there, me hearties!' and stuff like that, robbing everyone in your path, you can. If you just want to be a law abiding trader and work your way up slowly, ending up in a bijou semi-detached pagoda in suburban Wo-King, you can do that too! The fun to be had! The money to be made! The throats to be slit!The houses of ill repute to be visited! Truly, it is written that *Tai-Pan* is a game for all the family. The number of cities to be visited is huge, and it's entirely possible to exist on trading between them. But as the manual to the game quite rightly states, the way to enjoy the game to its fullest is to indulge in combat, plundering *and* trading legally.

Enjoyable on almost every level and one of the best original games to come out this year.

YS CLAPOMETER

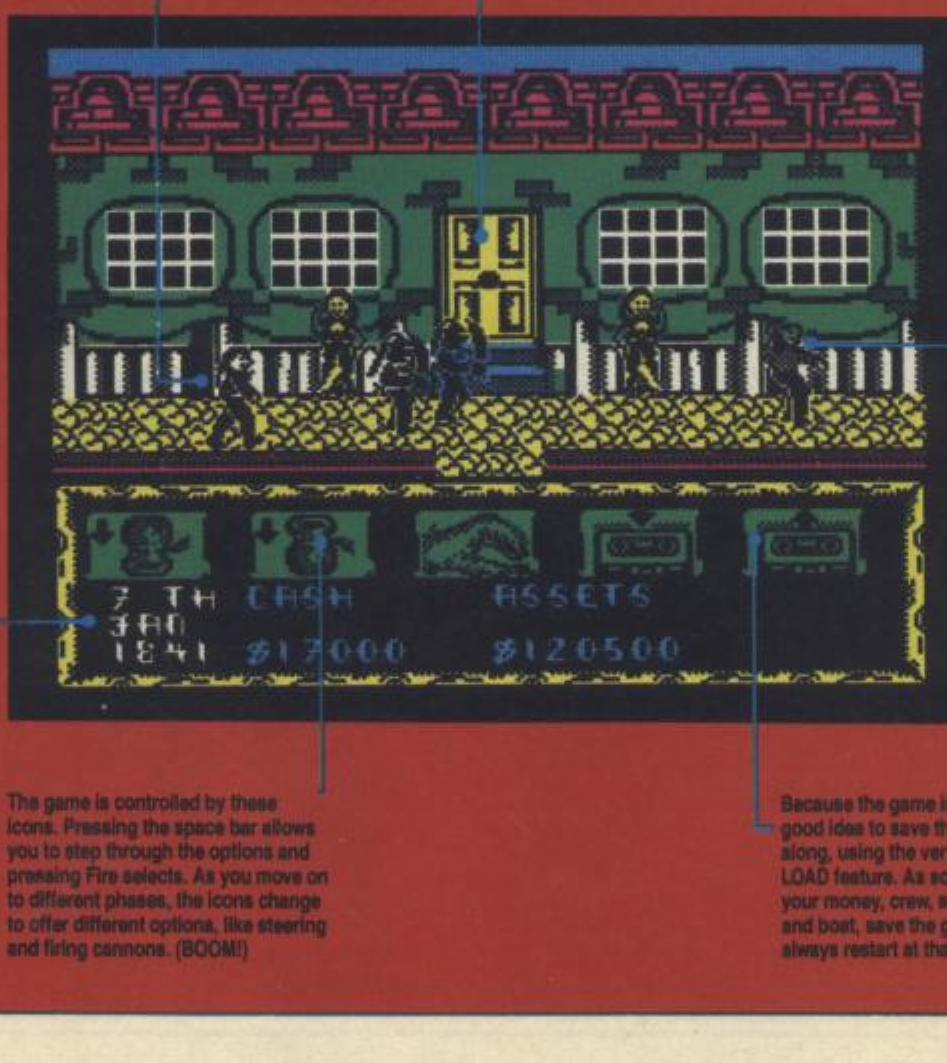
A splendid original strategy game with arcade phases. Brilliant fun. So clever, so complex, so buy it!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

Here he is, our impecunious (a posh word for skint) hero, strolling around the streets of downtown Guangzhou, looking for a sucker... sorry, kind patron to borrow $300,000 from. Surely there's some kind of catch...

Entering buildings (you don't actually see inside them, incidentally!) you can meet interesting people, buy stores and equipment, have a drink and a chat with the locals — all in glorious text.



The catch about borrowing money from the funny little owner of the Restaurant, is that he'll want paying back. You've got to do some fast trading if you want to be able to pay him back before his deadline. Or he'll lop your head off! Spoilsport!

These guys in the street will try to sell you a box for 1000s of dollars. They could make good crewmen. If you can be bothered to hire crewmen for your first voyage, you can just take a club and pressgang them. But beware! Pressganged men mutiny and throw you overboard!

The game is controlled by these icons. Pressing the space bar allows you to step through the options and pressing Fire selects. As you move on to different phases, the icons change to offer different options, like steering and firing cannons. (BOOM!)

Because the game is so large, it's a good idea to save things as you go along, using the very handy SAVE/LOAD feature. As soon as you get your money, crew, supplies, ammo and boat, save the game, so you can always restart at that point.

ZYNAPS



Hewson/£7.95

Cliff This is what we want — a good old fashioned shoot 'em up. No bulky instruction manuals to memorise, no clusters of keys to tie your fingers in knots. Just grab your fave heavy duty joystick and get ready to go!

Written by Dominic *'Uridium'* Robinson, *Zynaps* isn't a million miles away from the arcade game, *Nemesis*, but unlike that particular conversion *Zynaps* is smooth and slick, just the way a good zapping game should be.

Anyone who frequents amusement arcades will recognise this format — a spacecraft scrolling across a landscape jammed with alien crafts who swoop and dart at you at every opportunity. You're in control of the spacecraft, which resembles something you'd find in a cornflakes box, but packs a pretty mean punch as you make your way through the waves of oncoming aliens.

My first attempts lasted for about ten seconds before I was deftly spattered all over the landscape, but once I'd started to get a few licks of my own in I found that destroying certain targets enabled me to pick up that much needed extra weaponry. I do have one criticism, though. Every time you lose a life you're plonked right back to the start, which can be very frustrating, especially when you're just getting the hang of things.

So, the plot isn't original — you're a lone fighter up against hordes of marauding aliens — but it's been nicely put together with clear, finely detailed graphics and smooth, fast animation.

It seems that the first generation of computer programs are making a bit of a comeback, what with the updated versions of *Breakout* and early shoot 'em up releases around. Perhaps software houses have finally realised that simple playability is as important as sophisticated programming and playability is something *Zynaps* has got lots of!

YS CLAPOMETER

A good, wholesome shoot 'em up that'll keep you playing but won't knock you for six.

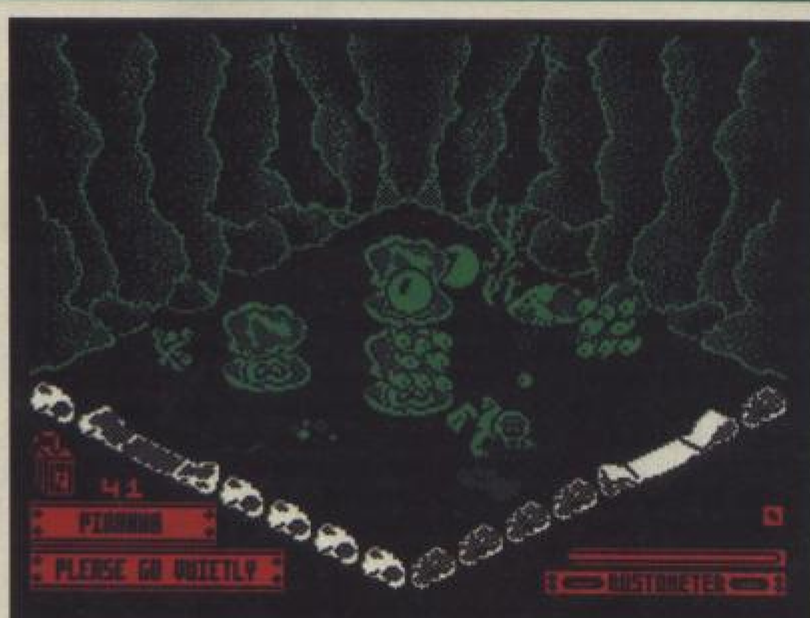
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

HYDROFOOL

FTL/£7.95

Marcus You may have guessed by now that I'm a bit of a sucker for these 3D Ultimate-style arcade adventures , so you can hardly expect me to be anything other than pathetically excited about this latest entrant from FTL. *Hydrofool*, of course, is the sequel to *Sweevo's World*, and like its predecessor it's seriously weird. Poor old Sweevo — all that battling around the abandoned world of Knutz Folly, and just as he gets back home and settles down with a bacon sarnie and a video of *Moonlighting*, the Robo-Master sends him off to clean out the Deathbowl. Doesn't exactly sound a barrel of chortles, does it? But then Sweevo's hardly Brain The Size Of A Planet material — a pebble would be more more accurate — and it's that or the dole on Monday morning.



Off he goes to this gigantic planetary aquarium and sure enough, Sweevo finds all manner of aquatic nasties swimming around. Deathbowl is so polluted that the only way to scrub it out is to empty the whole place of water — which means pulling out four very large plugs. You can do this (once you've found them in the labyrinth) by dropping nearby certain objects, which may just be lying around (and usually guarded) or could be part of something alive — which therefore needs killing! It's tough down there on Deathbowl — eat or be eaten.

Like *Sweevo*, there are loads of different levels (six, to be sure) and four choices of starting screen. You can rise levels by jumping on a passing bubble, and descend by glooping down a whirlpool. The bubbles are especially well animated with a process called Hydromation — very Gerry Anderson — which, well, animates bubbles. Sweevo picks up oilcans to stop him rusting, and as in his first adventure, falls over and looks sorry for himself when hit rather than dying.

All great fun. The graphics and sprites are all wonderfully clear and well thought out, and as usual with Gargoyle/FTL, the design's immaculate. If it's not a megagame, it's only because in gameplay terms it's just a little too similar to *Sweevo*. But I love it, and if you went a bundle over the original, I'm sure you will too.

YS CLAPOMETER

Watery frolics with Sweevo that'll delight anyone who enjoyed the original.But underneath it's not that much different.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

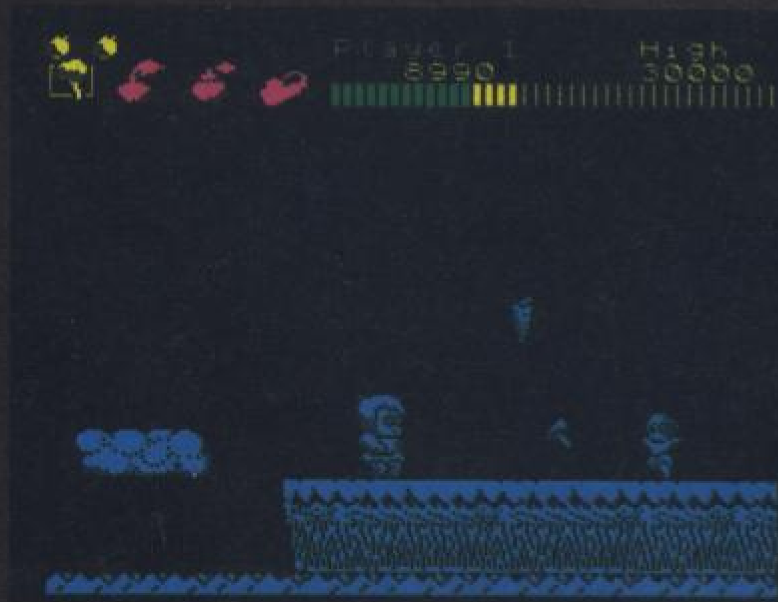
TOTAL 8

WONDERBOY

Activision/£9.99

Richard *Wonder Boy* is another example of an old favourite, the running, jumping, standing-still game. Based on a hit arcade from Sega, it features the activities of our cute little hero as he tries to rescue his kidnapped girlfriend Tina. Sexist little program, huh?

Clad in a very fetching leopard-skin nappy, Wonder Boy has to run through the jungle grabbing fruit off the trees and avoiding snakes, killer bees, really strange plants and some not very nice chasms. The fruit scores points and the rest kill you, so it's important to know the difference! As usual, helpful objects just happen to be lying about (fell off the back of a safari, guv). These take the form of eggs — kick one and it'll fly through the air. When it breaks, a useful item pops out. There's a stone axe that can be thrown at things, knocking them out of the way, and a skateboard which you can run over snakes on (reminds me of that old country song "Dead skunk in the middle of the road..."). Best of all are the fairies, which give you immunity, as long as you don't do something stupid like jump into a bottomless chasm. Pressing fire, if you're moving,



speeds things up a bit — you'll run faster or jump higher, which'll often be necessary if you're to grab the available food or avoid all the hazards.

Graphically *Wonder Boy* is nothing to beat the jungle drums about. Don't be fooled by the screenshots on the cassette inlay — look below the pix and you'll see, in very small letters 'Commodore version'. On the Speccy there ain't no multi-coloured graphics — Wonder Boy is a lime green sprite against a gripping lime green background. The other big problem is the way the different levels have been set up. There are seven 'bizarre and dangerous territories', the insert says, each of four lands, which then break down further into four areas, each of which is made up of loads of screens. Trouble is, every land has to be loaded separately...

This really breaks up the flow of the game. There you are, charging through the jungle, clobbering the flora and fauna as you go, and all of a sudden you have to stop, load in the next level and start again. Fine if you have a disk version, but for everyone else it's a reet pain in the leopardskin-clad fundament.

So all in all, not the greatest example of addictive gameplay I've ever seen, though if you really feel like a scream in the jungle you could certainly do worse. If you like the original, then give it a whirl — otherwise leave the jungle to the monkeys.

YS CLAPOMETER

Loads of running and jumping, but is that enough? Nevertheless, a fairly faithful conversion of the Sega coin-op.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

MUTANTS

Ocean/£7.95

Rachel I've been out with some pretty weird types in my time but none so totally mutant as this collection of blobs, lines and what looks like animated dandruff. Throw in a handful of icons and what've you got? The newie from Denton Designs, that's what.

Or rather, that's not what because this is a conversion from the C64 and I have my suspicions that it lost out somewhere along the way. Either that or Denton has totally lost its once almighty touch.

It's a shoot 'em up combined with a minimum amount of strategy. Part one takes place on a four by four grid where you try to collect fifteen parts of a self-destruct mechanism, which are reassembled in the sixteenth zone, at the top left hand corner.

Each of the zones is a sort of inter-stellar field, bounded by an electrified fence, but their content is far more deadly than cowpats. The mutant strains that inhabit the fields are lively little things, always running about (perhaps that's how they strained themselves) and making your life a misery.

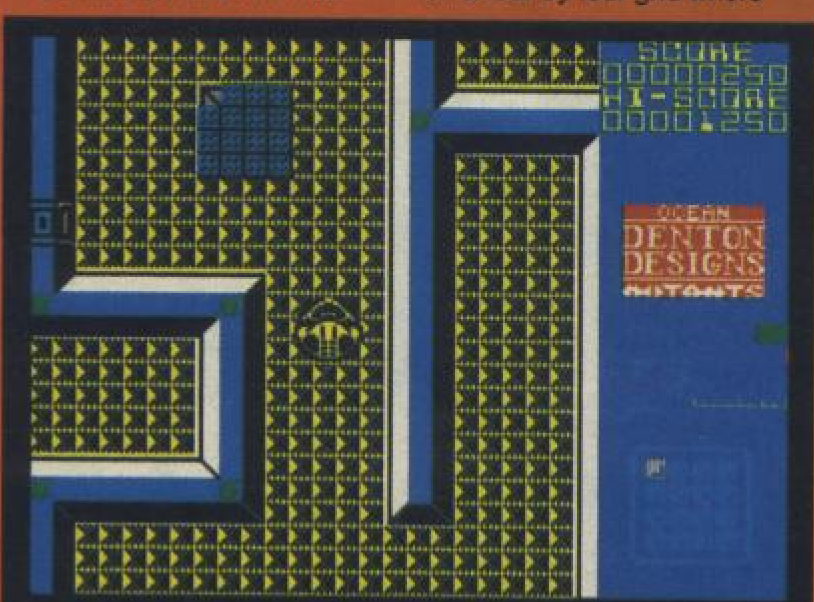
There's only one type of weapon to deal with each strain — see, I said there was an element of strategy — and you can only kit up at the mother ship, between zones. If you don't get the right one I'd suggest you make like a parasite and flee.

The control zone takes the shape of a maze, and once again you have to be careful not to collide with its walls as you search for the re-assembly point. As it isn't free of nasties, which probably escaped from an ancient *Pac-Man* program, you'd do well to wait until you've collected enough bits to make the risk worthwhile.

An all-right sort of game, you might think. Well, it could be if not for the fact that it shows all the signs of a hasty conversion. Your ship's reactions are poor and its movement is sluggish. Collision detection appears to be erratic. (*We'll have none of that! Ed*). I said erratic, not erotic, cloth-ears — particularly in the maze.

It also suffers from my least favourite game-feature ever — the instant death syndrome, which doesn't give you time to escape — and on the loss of your final life there's an immediate Game Over message with singular lack of finesse. Add to that the absence of music and all but the most primitive effects and there's little to make you want to continue playing.

In fact the game is so badly balanced that I didn't reach the second level, where you take on the mutant colony, and about which the instructions are strangely vague. It may be that this half is one of the all-time classic computer games . . . but unless the programmers mutated along the way, somehow I doubt it.

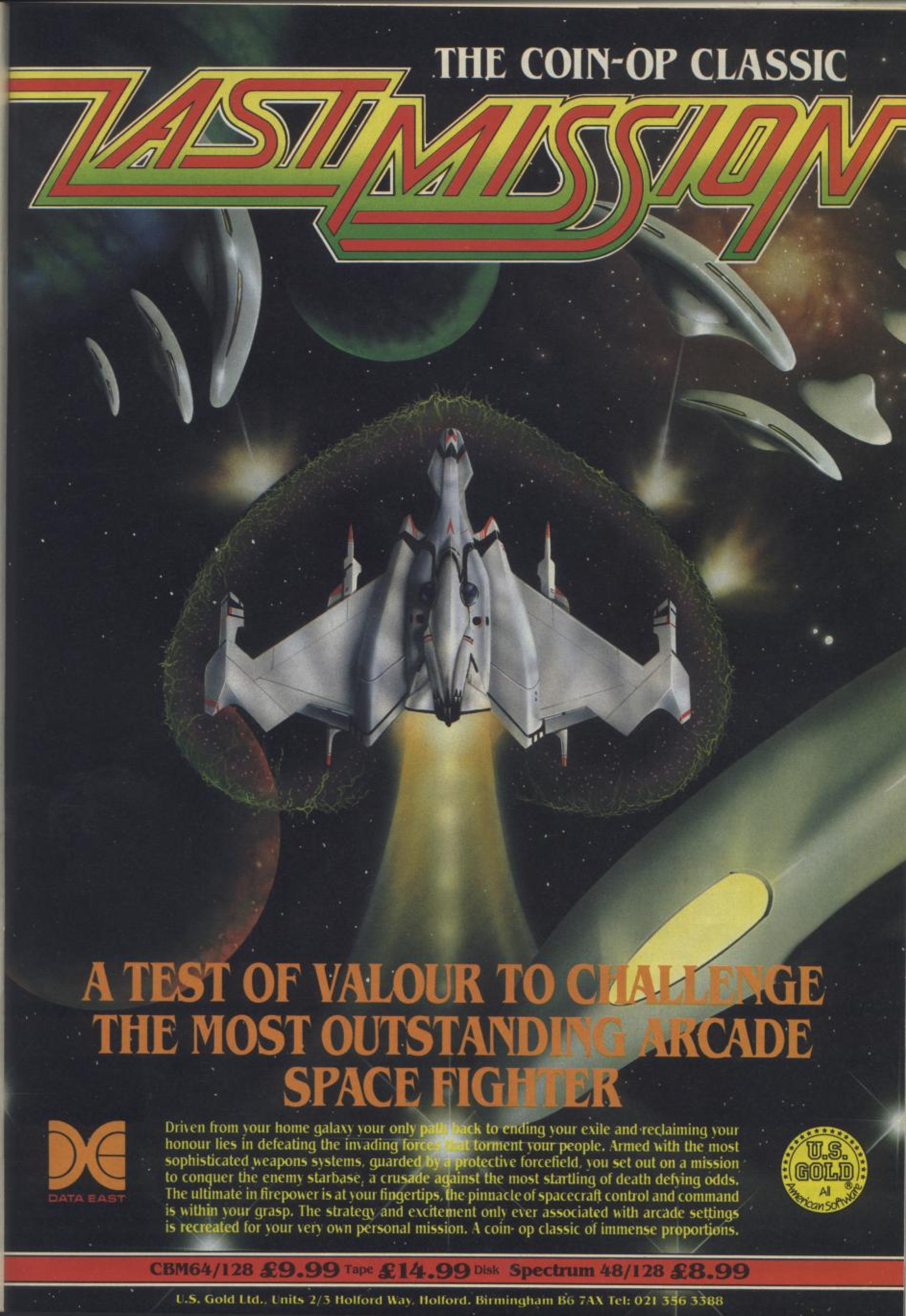


YS CLAPOMETER

A disappointing mutation from the Commodore that lacks the speed and playability to make it addictive.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



THE COIN-OP CLASSIC
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Driven from your home galaxy your only path back to ending your exile and reclaiming your honour lies in defeating the invading forces that torment your people. Armed with the most sophisticated weapons systems, guarded by a protective forcefield, you set out on a mission to conquer the enemy starbase, a crusade against the most startling of death defying odds. The ultimate in firepower is at your fingertips, the pinnacle of spacecraft control and command is within your grasp. The strategy and excitement only ever associated with arcade settings is recreated for your very own personal mission. A coin- op classic of immense proportions.
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LEADER BOARD TOURNAMENT

US Gold/£4.99

Marcus Wot? It's only eleven minutes or so since the first *Leader Board* was ushered out to a waiting public, and here's another one. Weird, huh, especially as it took so long for the original to make its way over from the Commodore. But let's not moan — *Leader Board* is still by far and away the best sportsim to hit the Spectrum and Access, the American company that created it, clearly knows when it's on to a winner.

So, no sooner have we mastered the first four courses when, tarantara, here are another four. And I can tell you — they're piggin' difficult! No nice wide fairways here, just ratty little islands poking out of the *Leader Board* ocean. On the fourth course it's hard going to avoid the watery vastness even on the Novice level.

Otherwise, though, *Tournament*'s much the same as its illustrious predecessor — the same simple but infinitely subtle controls, the same graphics, the same Gary Player lookalike masquerading as you. The only change I noticed was that once you've taken a shot, the program no longer draws the new perspective on the screen — instead, you wait a little longer and flip straight to your next shot. It's slicker but somehow less fun.

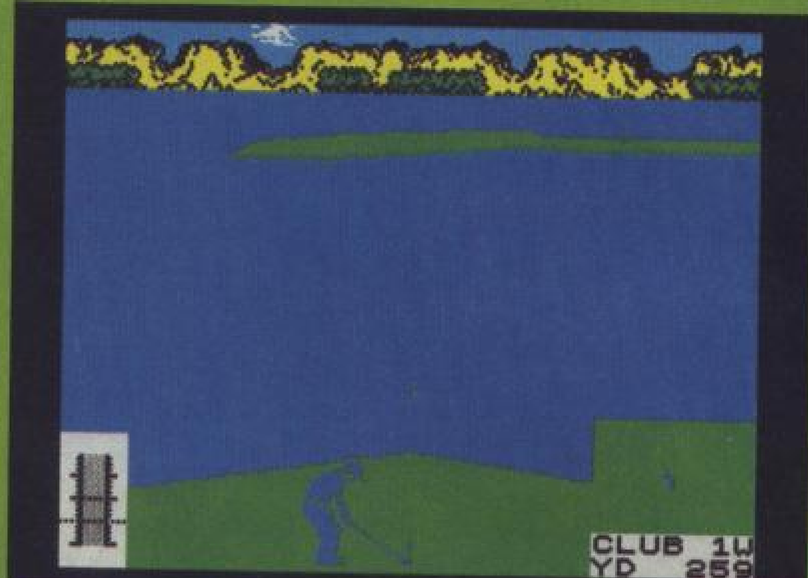
And *Tournament* is not the end of it. In the next month or so we'll be seeing *World Class Leader Board*, which, like the most recent Commodore and ST versions, takes place on dry land, with bunkers, trees, the works. What's more, three of the four courses will be modelled on existing courses with the fourth a sort of compilation course made up of some of the most difficult holes from around the world. Slobber drool! Can't wait for the ST version (*You're fired! Ed*). But for now there's *Tournament*. If I was going to be fair, I'd have to say it's for addicts only, but as that describes me perfectly I don't think I will. And it's still far less exhausting than the real thing. Me? I'm off to the 19th hole for a tincture. Set 'em up, barperson.

YS CLAPOMETER

Lethally hard follow-up for Leader Board addicts. Beginners beware, but Speccy Severianos should love it.

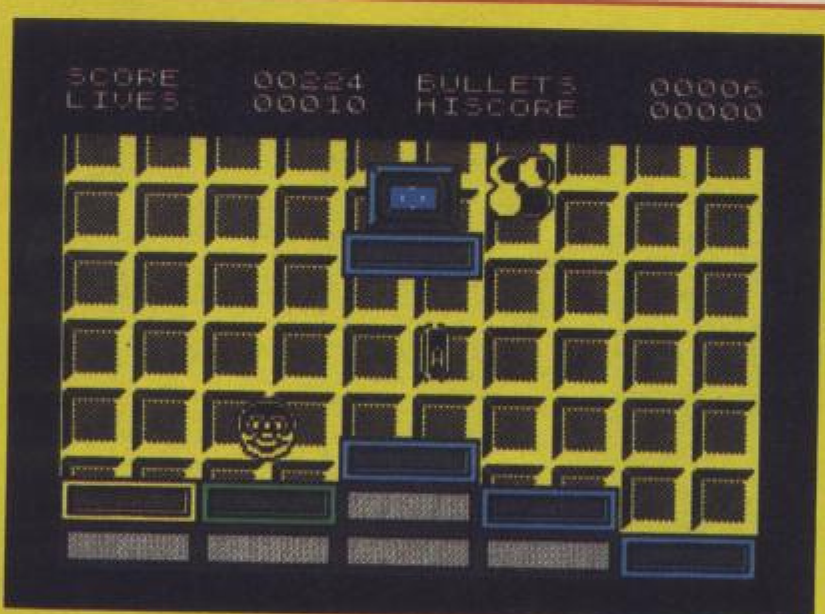
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8



Here's one of my favourite holes, the par three 11th on the fourth and most treacherous course of all. Fancy clubbing the ball across that stretch of H_2O 'cos I don't! Fortunately there's not too much wind to worry about (oo-er) but you'll have to be pinpoint accurate if you're not to end up in the drink (thanks, mine's a G & T).

BALL CRAZY



MAD/£2.99

Tony When I got this from the Ed, I felt like yelling, "No, no, not another bouncy ball game! Give it to some other mug!" I didn't, but now I wish I had. You play Erik, a bouncy little ball and, as the blurb puts it, "the aim is to bounce Erik around the screen." Fine, I thought, so I tried to. I now know that the only thing you can bounce around on is the ground, which rather limits things.

Still, the gameplay is simple enough. Erik bounces over five different coloured blocks, each of which changes colour whenever bounced on. All the blocks have to be changed to a uniform colour, as shown by a block at the top of the screen. While doing this you also have to blow away various aliens which float around and hamper you because, if you touch one, you lose a life, and poor ol' Erik deflates pitifully, with a last Pss (*What, a wargame? Ed*) as he dies. But you'll find that bullets literally drop into your hot, grubby little hands, as will all the other items that you can pick up. These include a crash helmet which makes you invincible for a while, an air tank which supplies extra lives, money for extra points, and ticks — you know, the things that teachers (not the whisky) put on the end of work when it's right. (I really wouldn't know myself — mine usually had crosses.)

That's basically the game. After each row is completed, a new row appears on top, gradually building a wall. I found the screenshots on the cassette inlay misleading, as when I loaded the game (important note — the game does *not* load with every joystick interface) the yellow pacman creature in the Amstrad pic turned out to be a transparent pacman creature which changed colour as it went through the top brick — colour clash alert!

All in all it's a fairly average budget game — and it would have been better value at £1.99. Definitely a "yup" game — you look at it, go "yup" and turn it off. It's supposed to turn you "*ball crazy*", but to go crazy over this you'd *have* to be crazy!

YS CLAPOMETER

Yet another bouncy ball game. Nice graphics — shame about the game. Check before you buy.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

EXOLON

YOUR SINCLAIR MEGAGAME

Hewson/£7.95

Gwyn The shoot 'em up is back in style, from the most basic blast-everything-that-moves scenario to sophisticated multi-weapon spectaculars that require the digital dexterity of a concert pianist.

But *Exolon* adds a new dimension to the genre. It's nothing like the never-ending waves of Galaxi-Defendas that most of us cut our teeth on, but it doesn't shoot itself in the foot by being so complex that you need a PhD before you can start blasting.

The secret is that the squidgy spacecraft has been replaced by one king-sized, individual hero, who walks the surface of the planet, jumping and ducking to dodge the shots and missiles of the singularly unfriendly aliens. You have to clear obstructions, decide on the best path across the surface, and even have to choose your clothes!

This is the sort of hand to hand combat that Rambo revels in. It's one man, his laser and grenades, against everything the enemy can throw at him.

The simplest of these to solve are the rockets and boulders which block your path. Hold down fire to launch a grenade and reduce the rocks to rubble. Unluckily there's very little else on the planet quite so passive.

You can blow up single shooting canons fairly easily, but double barrel blasters are more tricky as they can't be shot. Instead, get past them for a healthy bonus. There are also missile guidance orbs which you have to decapitate, unless you want to end up bombing out.

If you're tired of all that shooting there's one feature that you can't destroy — the pneumatic hammers. If you get caught on one of these as it shoots up from the surface you'll be propelled straight to heaven. The only way to avoid them, at least in the initial screens, is to choose your moment well and march resolutely forward, praying!

If the hostile installations aren't enough, there are also aliens which fly in waves and haunt almost every screen. They come in a variety of sizes with different attack patterns. The small red ones are only set free when you blow up a birth pod, and tend to hang around.

Their big brothers drift in a sort of sine-wave curve and you may have to jump to get them — but often it's better to duck and let them float overhead. A useful hint is that the height at which they enter the screen seems to be governed by your position. The really big problem is the king size killers who loop the loop and sneak up behind you if you don't blast them on their run in.

There are missiles and android-creatures too, all of which will keep your finger twitching on the trigger… but don't overdo it because there's nothing worse than running out of ammo a screen before the next lot of supplies.

Now all of this would make up a reasonably exciting, fast moving arcade game, but there's also a level of strategy. Don't panic though — it doesn't diminish the action. You'll have to take advantage of the teleports, which shuttle you between the ground and walkways on certain screens. You'll never know which it's better to take until you've tried it… and then there's no going back.

There's also the question of how to dress for battle. Occasionally you'll find a changing room which lets you slip into an exoskeleton. This gives you added protection and doubles your fire-power, but you'll lose out on a bonus at the end of the twenty five screens that make up a level.

Knowing what lies ahead is the secret of *Exolon*'s addictiveness. Playing it is a process of learning, so that if taking the upper path turns out to be a mistake, you'll want to try again with the lower one immediately. The program plays fair too, so that you never get stuck in one of those instant-death situations that ruin certain programs.

The other great attraction is the graphics. Programmer Rafaelle Cecco was the brains behind Mikro-Gen's *Equinox*, but this time he's gone one better with huge sprites, sparkling colour and minimal attribute problems. The animation of the central sprite is nothing short of amazing — it walks with a real soldier's trudging step.

We've seen three versions of *Exolon* in the office and each one has contained something new. I loved the original but the *YS* Seal refused to let me review it. Then a clever bit of code gave 128K owners extra sound for the title screen and effects. The final addition has been a mini-game between levels, which tests your reactions for an even bigger bonus.

At last *Exolon* is ready. How do I sum it up? Three words say it all. *Exolon* — extreme excellence!



Trying to jump the shots from a double cannon won't get you far! Instead this warrior should be moving between a crouch and standing position to hit the incoming shells. Once past it there's a teleport to the top level and a harmless missile to destroy.



Here's a grenade on its way to take care of a single-shot gun on the first screen. This time you don't have to get in too close, but don't forget to duck below their line of fire. After that, one good blast will clear the rocky outcrop behind it.

YS CLAPOMETER

Fast action with incredible graphics and constant variety. One of the best shoot 'em ups ever!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

F-15 STRIKE EAGLE

Microprose/£9.95

Tony Dan diddly dan dan dan diddly diddly dan…you'll be the best. Better than the best. You'll be a Top Gun and you'll even look (and act) better than Tom Cruise. You'll pilot the F-15 Strike Eagle. You'll know it intimately. You could fly it with both eyes shut — though you'd probably crash. You'll have $20,000,000 of specialist equipment under your finger-tips, and (this is the clincher) you'll be able to bomb any commie pinko rats who get in your way! Now, to enter this elite, a simple eyesight test. What does it say…?

Aw shucks, I failed the eyesight test. Perhaps it's because I didn't vote Republican. Never mind, I'll play the Microprose version instead. Right, load it in…dum de dum de dum… *Wow!* They've printed on the border! Oh, it's just colours. Where are we? Right, this button does this, this button does that… and I'm off. Hang on, what the hell is the triangle? It's a plane? Come off it! Let's read those instructions again…

Ahem. *F-15 Strike Eagle* is not as good as I expected. Opening the package, I found a 40-page instruction manual, with an extra piece of card explaining the differences between versions for the Commie 64 (die, pinkos) and the good ol' natural-as-mom's-apple-pie Speccy. One of these is the security code. This consists of the numbers 1 to 16 with each number correspond-ing to a letter of the alphabet. When a number pops up on the screen, you press the relevant letter. That'll really stop the pirates. Anyway, when you start playing the game, you have about 20 different buttons to memorise — as well as the joystick!

So you're ready, are you? Good. Press FIRE and (after deciding which mission to take) you're off. (There are eight different missions, from Hanoi — gooks — to Libya.)

The first thing you see is a triangle. It seems that the planes are triangle-shaped — if they're too far away to be seen, little squares pop up around them. Same with missiles, though they have 'M's inside the box. You're given various means to wipe out these pests, from guns or flares to hellfire missiles!

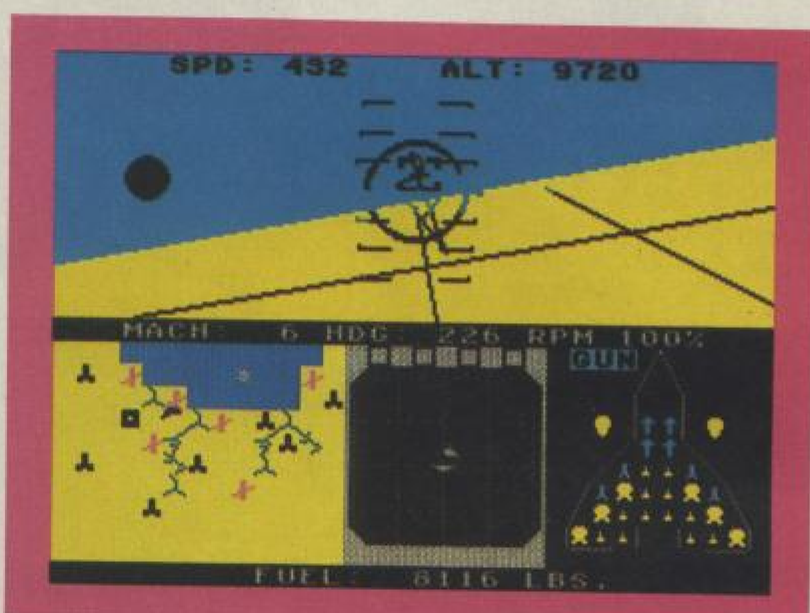
The graphics are, well, functional. It's hard to get too excited about the game, as there are loads of very similar games around for a similar (or lower) price — *Tomahawk* springs to mind. Gameplay is slow, and several times I found myself diving towards the ground, unable to pull up. Granted, it's cheaper than the real thing, but after a while there's no real challenge and you get bored. Perhaps this very complex sort of game isn't really suitable for the limited capabilities of the Speccy. Or perhaps it's just boring. My guess is that you'll find it's only the price that 'Takes your breath awayyy…'

YS CLAPOMETER

Technically accurate but otherwise disappointing aerial simulation — possibly just too ambitious for the dear old Spectrum.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



FLASH GORDON

MAD/£2.99

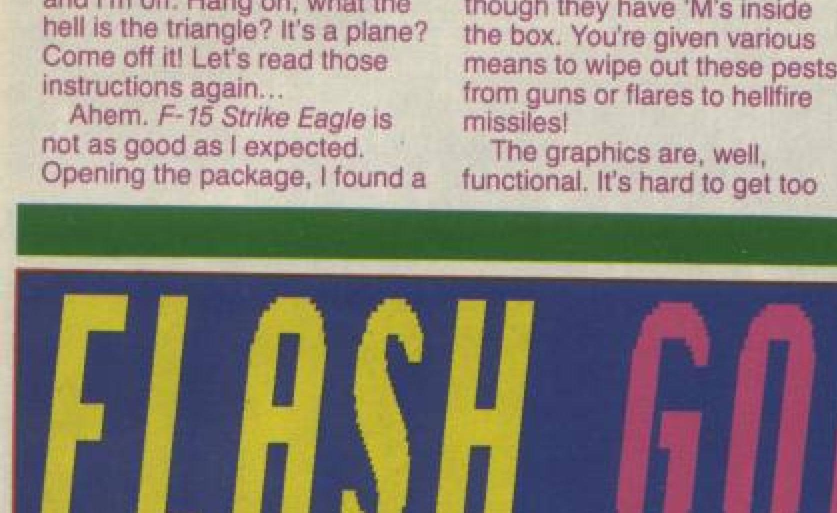
Rick Yee-hah! It's underpants over the strides time again, folks, 'cos Flash (ah-hah!) Gordon's here at last to save the universe from the evil Ming, who's targetted earth with his planet killer missiles. All this mayhem and excitement comes to you courtesy of the new MAD game, *Flash Gordon*. And you get three games for the price of one here — it's a sort of triple-decker sandwich all scrunged down into one game.

Part one of this terror trio finds our hero crash-landed in the jungle and forced to find the fearsome Prince Barin's cave. Once Barin's been found, he might be persuaded to reveal the whereabouts of the evil Ming, and to give Flash the means to get to him. This bit's a strategy/mazey type of game, and you can't progress to parts two and three until you've completed it. Flash can leap creeks, and jump over, fly kick or shoot his jungly foes which range from incey wincey spiders to grumpy gorillas. You'll only escape this jungle peril by mapping and correlating this to the on-screen inset map. Lives can be lost, but your bullets can be replenished from ammo boxes secreted in the shrubbery. You don't score points, but you do lose time — and the on-screen clock, which only gives you twenty-four hours to save the universe, speeds up every time you fumble in the jungle.

Once you've located Barin, it's kind of kung fu time, 'cos the second section is a martial arts simulation. Simply put — you've got to biff Barin more than he biffs you. You have thirteen punch and kick options, so there's a chance you may be victorious — especially as Barin weakens the longer the fight continues.

Once Barin's been beaten, you go on to phase three. This is a whizz-bang arcade shoot 'em up as you zoom on your jet bike after Ming. You've got to blast him to smithereens before he blasts earth to bits, but first you've got to zap the robot guards, meander through the minefields and keep your energy topped up. Not an easy task, but it can't pose problems for a megahero, can it?

Sheer value for money outweighs the gluey graphics, making this fair on the wallet, if not the Flashest game around.

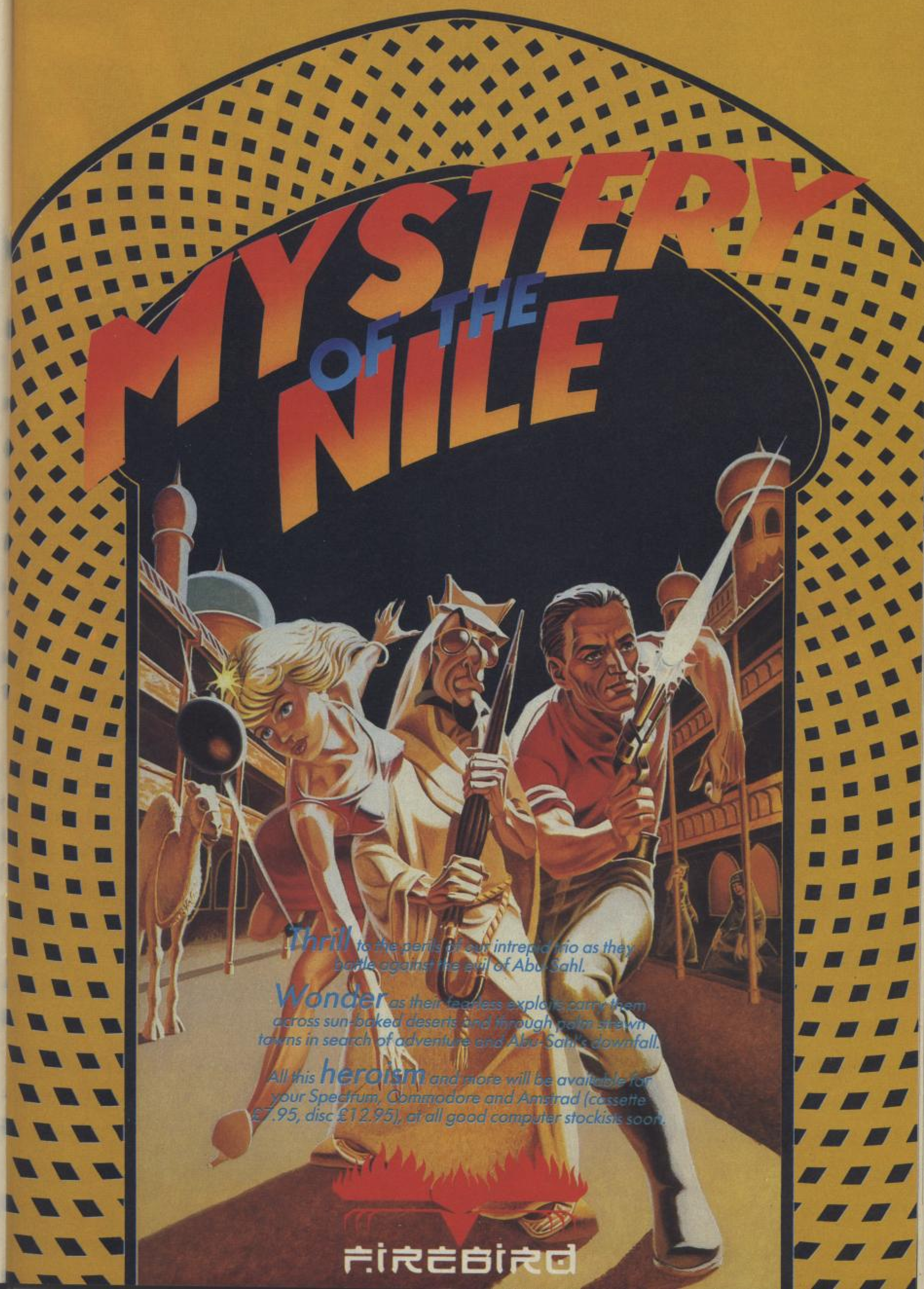


YS CLAPOMETER

A three-in-one arcade game based on the comic strip hero. It may be a cheapie, but it's a bundle of fun.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7


MYSTERY OF THE NILE
Thrill to the perils of our intrepid trio as they battle against the evil of Abu-Sahl.
Wonder as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu-Sahl's downfall.
All this heroism and more will be available for your Spectrum, Commodore and Amstrad (cassette £7.95, disc £12.95), at all good computer stockists soon.
FIREBIRD



Not more bouncy balls? Ah, but this is Ocean's sizzling *Wizball*, and it's the biz! *Marcus Berkmann* searches desperately for more words ending in 'iz'.

WIZB…

WE'RE OFF TO SEE HE…

What a wiz, Ocean's *Wizball* is a bit of alright — in fact, a fairly healthy quantity of very useful indeed, if you catch my drift. It's a hard game to pigeonhole, but let's do it anyway — it's like a cross between *Cauldron II* and *Nemesis*, with some highly original touches thrown in as well. You play Wiz, a wily warlock living on the once brightly coloured planet of Wizworld. Unfortunately some evil gangster called Zark has moved in and, with the help of his horrible sprites, has removed all colour from the world, leaving the landscape drab and grey. You, as Wiz, are not wildly impressed by this, never having lived in Birmingham and with no wish to start. So with your trusty feline Catelite (*Close to dodgy, there. Literary Ed*) you set out in your transporters to restore the colour to your world.

Which means a lot of travelling around Wizworld's bizarre landscape, full of craters, satellites and other things to bounce off. Controlling Wiz is, to start off with, very tricky indeed. As you kill certain aliens, they deposit green smiley pearls which, when picked up, will make one of the icons flash on the right of the screen. Like *Nemesis* and its successors, these icons represent extra powers which you can amass to make your passage through the eight levels rather easier, as long as you don't get killed in the meantime, of course. These extra powers are, in fact, absolutely vital. Without Thrust and Antigrav, the first two to get, it's almost impossible to control Wiz and it's perilously easy to get killed. The other vital icon to choose is the one that gives you the services of Catelite. To restore the colour you have to shoot the coloured aliens that float about the place. These then turn into droplets of pigment which need to be picked up by Catelite — so no cat, no colour.

Three cauldrons, one red, one green and one blue, are at the bottom of the screen to collect the droplets you manage to catch — the eventual aim is to collect enough of each colour to make up the target colour shown in the cauldron on the far right. There are three levels to move around initially, each with a different coloured alien, so you have to chop and change fairly often to get the right quota of each colour. To complete a level you have to colour in all three shades of grey — and there are eight levels, so you may have a bit of work to do. Once you've done level one, you get to see level four for the first time, and so on, all the way to the (gasp!) final stages...

When you've filled a cauldron, there's a bonus stage in which Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. (Hey, babe, do you give good Wiz-Perk?) Actually, what this means is that you get one of the special effects icons permanently — well, until the end of the game, but that's better than nowt. Alternatively you can take a points bonus — probably a good idea of you're near 100,000, when you get an extra life.

It's all utterly addictive and very unusual — a shoot 'em up which needs a bit of thought and application and whose graphics are a little bit out of the mainstream. It's not *quite* ready yet, but from what I've seen it'll be very faithful to the Commodore version, which I've tussled with at some length. So if you're feeling a bit off-colour, look out for the fizziest wizziest Ocean game this side of the PCW show — it's magic!



Here's Wiz in his ball firing at one of his enemies. Doesn't look too comfortable in there, does it? And with all that bouncing around, he no doubt gets through a lot of Alka Seltzer.

Go up here and you'll move up to the previous level. There are lots of these escape hatches around and you'll need to use them if you're to get your quota of colours.

The first aliens you'll encounter, and you'll be pleased you did. Every one zapped yields a smiley pearl, and so gives you the chance of improving your weapons or control.

This cheerful little chappie is what Wizball must bump into in order to pick up those valuable icons — he'll appear whenever you shazam certain aliens.

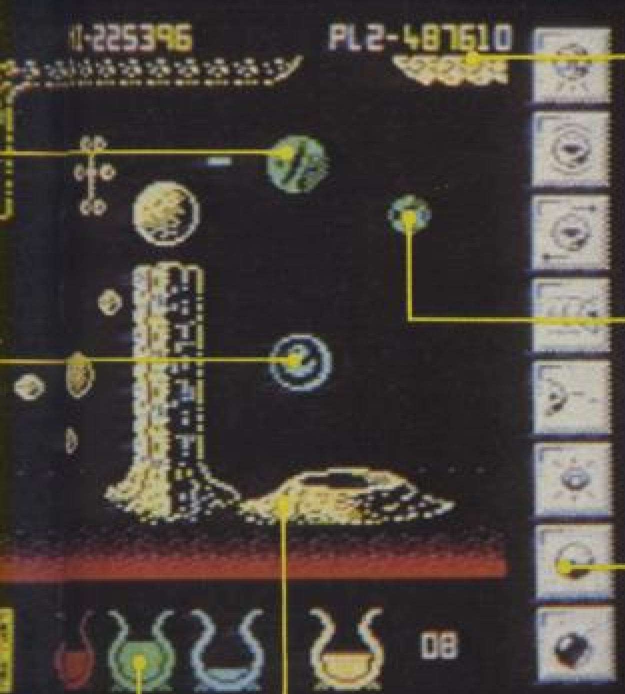
Your colour cauldrons. As you can see, green is going very well at the moment, as is red, but blue's looking a bit weak. Doesn't matter much, though, 'cos yellow (green and red combined) is what you're after.

FAX BOX	
Game	Wizball
Publisher	Ocean
Designed by	Sensible Software
Price	£7.95

Illustration: John Erasmus

ZBALL

E THE WIZBALL



Yes, two players can play, one taking the part of the cat. Actually you can have up to four playing, by taking alternative lives. Or eight billion, if you have four billion on each team. Well, it's possible...

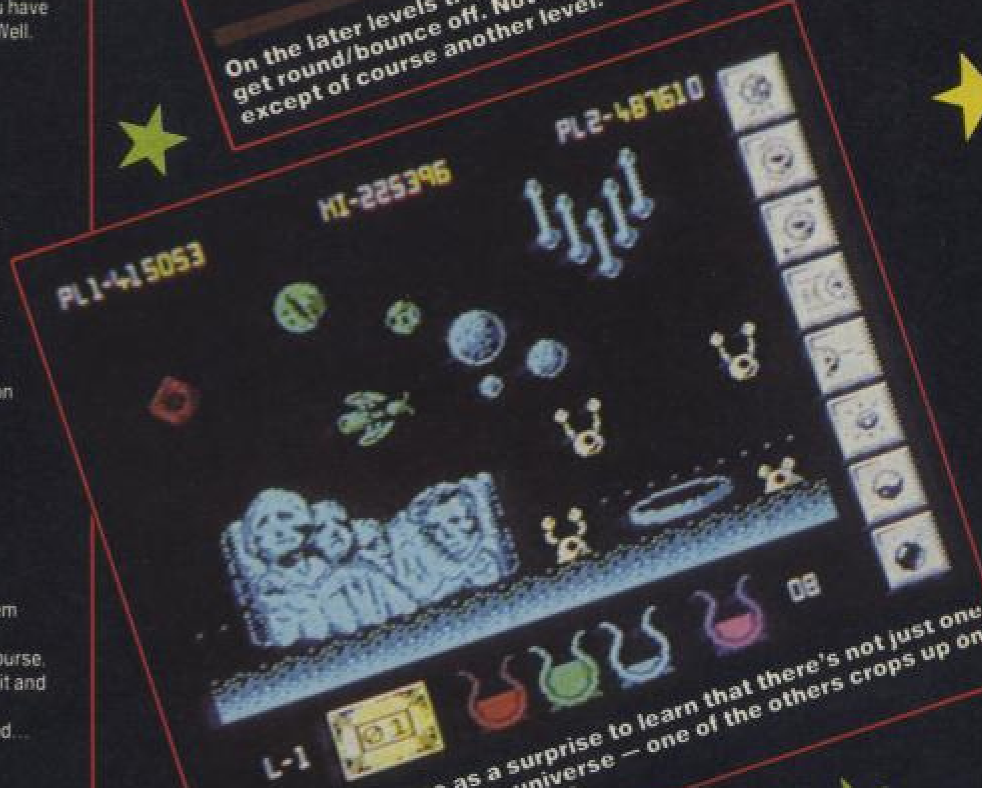
Catelite is Wiz's invaluable assistant, collecting the colour droplets that appear whenever you shoot a coloured alien. His is the third icon from the top — and you'll need to secure his services as soon as possible.

The icons! What any of them actually means is not immediately obvious, of course, so you'll just have to suck it and see in most cases. Which usually means getting killed...

Going down... this one'll take you down to the next level, or possibly not. Some exits are arrowed, to tell you where they are going. But others aren't so don't be surprised at where you land up.



On the later levels there are all sorts of curious bits of scenery to get round/bounce off. Not that you'll find much down that well, except of course another level!



It'll no doubt come as a surprise to learn that there's not just one Mount Rushmore in the universe — one of the others crops up on Wizworld. Nice graphics, eh?



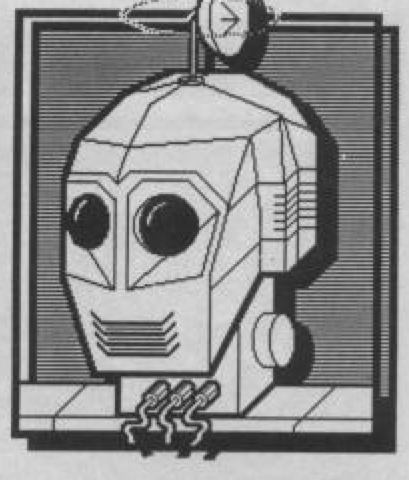
When you've filled your cauldron, it's off to the Wiz's HQ for some good home cooking to replenish the colours of at least one level. It's astonishing to think that when travelling around, the wiz and his cat have to fit into those little balls on the right, which may explain their rather tense expressions!

STIRRING IT UP!

These are the primary colours of the spectrum (and the Spectrum) which you'll have to collect. Remember that purple is red and blue combined, cyan (light blue) is blue plus green, and yellow is red and green. Or something like that. Anyway, make sure you'll grab all the droplets going — it's the only way to finish the game!



HACK FREE ZONE



And now, the end is near, Hex Loader faces, the final curtain...

My friends, I'll say it clear, I'll state my case, of which I'm certain. I've lived a life that's full, I've travelled each...and every highway, but more...much more than this...I did it (sniff) myyyeeee wwaaaayyyy... (sob). Well, my little blue eyes', my little Frank Paul Sartres, my little hair transplants...it, the big IT, has finally befallen your ever lovin' Hex-i-poos. I'm retiring. The grey wires are flecking me little circuit boards, and the lenses in me optical pickups are growing so dim that I'm having to wear more lenses over the top of them. Yes, the Hack Free Zone is dying, but be not afraid, for the section that is to come after me is so great that I will not be fit to pen all its sacred columns...I will merely be a prawn in a larger game salad. What all this shrimpy language means is that I'll still pop in from time to time, doing the Hex's Heroes (oh the super little mittens!) but Hints 'n' Tips will be a larger and more bumptious section in its own right, and I'll just be a tiny teeny segment of it...(weep). But weep not for poor old Hex, dear friends, for they come to honour me, not to...gulp...bury me! Thanxx for your hints, ta for your tips! (gush sob sniff) Okay, that's enough slobbering!

ENDURO RACER

I must say this is the game about which we've gotten the biggest bag of tips since records were kept! The funniest thing is, they're all the same tip, with slight differences! Weird, either there's some kind of ster-range telepathy goin' on...or they've all stolen it from the same source! Either way, here are the names of the Enduros and their tip. I've got letters from **Pedro Melão, Craig Daniel, G. Taylor, Simon Ward, Chris Ducklin, Christian Erskine, Mark Lewis and Paul Hewitt, Stuart Anstis, David Brewster, Gerald Geddes, O. Swain and L Cripps**, and lastly but not leastly **Mark Rourke** (phew).

The effect is that you whizz through the levels at superspeed, but exactly how you get this effect...well! Some say you press CAPS SHIFT and Q, others GRAPH or DELETE, and still more say CAPS SHIFT 9 and Q. A few maintain you should press DELETE and W and E, while others wouldn't dream of pressing anything other than Q, A and Z plus the cursor RIGHT key! Blimey! One or two said the *only* way to do it was to press W, Q, A and Z, and why not? Suck it and see, is what I reckon.

SABOTEUR II

The other game about which I've heard mounds of things is jolly old *Saboteur II*, having had letters from lots of Zoners like **Jason Cuff, Paul Nobbs, Michael Choudhury, Steven Hale, Gary Boon** and **Brenden Riley.** The names of the levels, according to these illustrious chappies, are as follows:

Level 2 — JONIN
Level 3 — KIME
Level 4 — KUJI KIRI
Level 5 — SAIMENJITSU
Level 6 — GENIN
Level 7 — MI LU KATA
Level 8 — DIM MAK
Level 9 — SATORI

Mike Choudhury also has this to say about a special room containing infinite energy: **"To get there don't let go of the hang glider. Just stay on until she lets go herself. Then go Left, Up, Up, Left, Drop off the edge, Left, Left, Down, Down, Down, Right, Drop off the edge, Left, Down the stairs, and Left. Now kill the guard just for the fun of it, and walk Left until half of her body is touching the first crate. If you now push down, you should be in a room with a sort of treasure chest. When you leave the room, you are invincible, and the androids can do what they want to you and you won't feel a thing."** What, anything? What if they tickle your feet? Thanxx, my teenage mutant ninjas. May your shuriken never tarnish, and may the sun forever shine from the pocket of the ninja costume on the coat rack of your smile. (*Huh? Ed*).

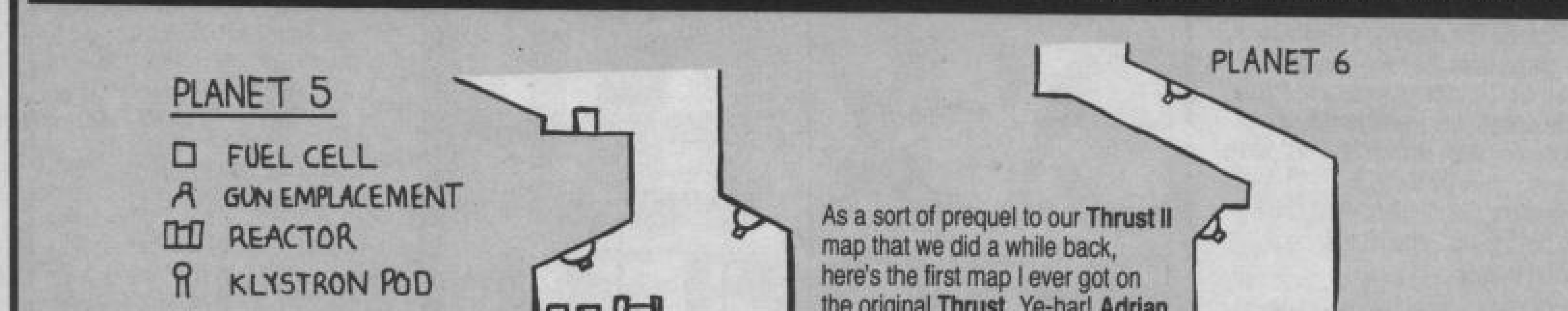
ARKANOID

Well, 'ark at 'im! Having proved that old Zoners never die, they merely waggle their joysticks until they drop off, here's a marsupial pouch full of hints for *yet another* megagame, this time *Arkanoid*.

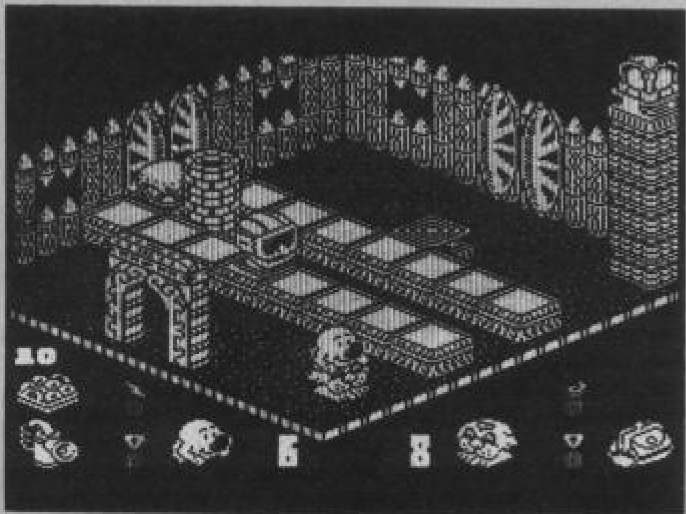
Without cheating, it says here, **Martin van Spanje** of Holland (yup!) has completed this brain busting, joystick bending game. Having ploughed through all 32 levels he was presented with the final level containing a ghastly face, which spat aliens at him. But being a brave little tulip, he slogged on and beat the foul creature, and was presented with the final message: "The dimension controlling Fort Doh has now been destroyed, and time started flowing backwards — VAUS managed to escape from distorted space. But the voyage of Arkanoid in the galaxy has only now started." I must say, those Japanese game writers sure have a

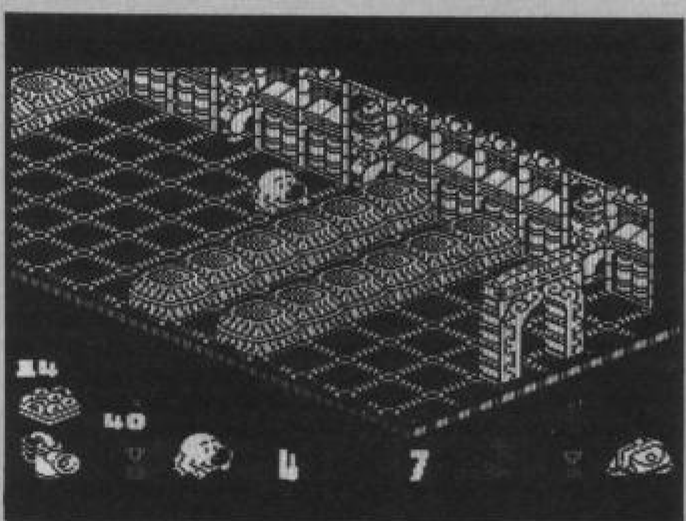
THRUST

by Adrian Matthews



As a sort of prequel to our **Thrust II** map that we did a while back, here's the first map I ever got on the original **Thrust**. Ye-har! **Adrian Matthews**, my little kendal mint cake, has mapped out planets 5 and 6 for me. Take it away, Ade....





DR BERKMANN'S *HEAD OVER HEELS* CLINIC

Gasp! I was overwhelmed, John. It seems that the crown screen on the planet Safari Sagoodi is really rather easy peasy, judging by the shoals of letters I've received telling me where I'm going wrong. Step forward **Jonathan Marshall** of Ealing, **Duncan Mackenzie** from Lossiemouth (*How dare you! Ed*) in Morayshire, **Neil Bell** in Mansfield, **Brendan Neale** from Mansfield and **Steve 'The Stude' Johnson** from RAF Finningley in Doncaster, among others. But the clearest description came from **Robin Cavill** of Dewsbury in Yorkshire (ee, it's a foony gem), who naturally had completed the game long before, the clever Trevor. So here we go... Get the drum from the tower and split Head and Heels. Leave Head at position 1, just under the window, and get Heels to drop the drum on his head (oof!) Perch Heels on Head behind the drum, wait for the helmet nasty to tootle along, and then (this is the tricky bit) push the helmet with the drum so that it's stuck between the wall and the tower. Now move to position 2 — this block will disappear, so push the moveable block nearby into its space. Back to the helmet — push it with the drum onto the next gangway. Grab the drum, put H and H back together again (aah!), and jump on the tower. As the helmet passes, push the drum onto its bonce and next time it passes by, leap on yourself. Then, with your usual technique of pushing the two of 'em right to the edge, separating Head and then pushing *him* right to the edge, you should be able to jump over and pick up the crown. Phew!

A letter also from **Mike Page** of Tunbridge Wells, who asks, "How do I get Head past those closely spaced craters towards the end of Bookworld?" A tricky little number, Mike, but like so many of the screens in *HOH*, it's quite simple when you've mastered it (which I haven't, natch). What you have to do is guide Head to the far right of the screen and jump in the normal way, i.e. about two-thirds of a block away. But when you get level with the block in between the two rows, remove all fingers from buttons and he should drop like a stone into safety. Now for the hard bit. To get over the second hurdle, start jumping at the wall. As you get to the same level as the top of the crater, change direction and jump over it! Sounds easy, but if you don't lose a couple of lives trying it, you're a better man than I.

Now for the good news. The Clinic has proved so popular that we're going to expand it to cover other games, so if you have any problems with current arcade games (I must stress current), send in your queries and we'll put our hardened gamesters to the test. Anything printed wins the usual shiny *YS* enamel badge. Send your probs to Dr Berkmann's Clinic and Patent Game-Snag Cure-All at the usual address, and get in quick!

way with English, don't they? Still, well done Martin, and how nice to see that some Zoners remain untainted by cheat modes...not that I think they're a bad thing, you understand. I'd have *never* got through *Nightmare Rally* or *Zub* without the built-in programmers' cheat modes! Sassen frassen rassen...

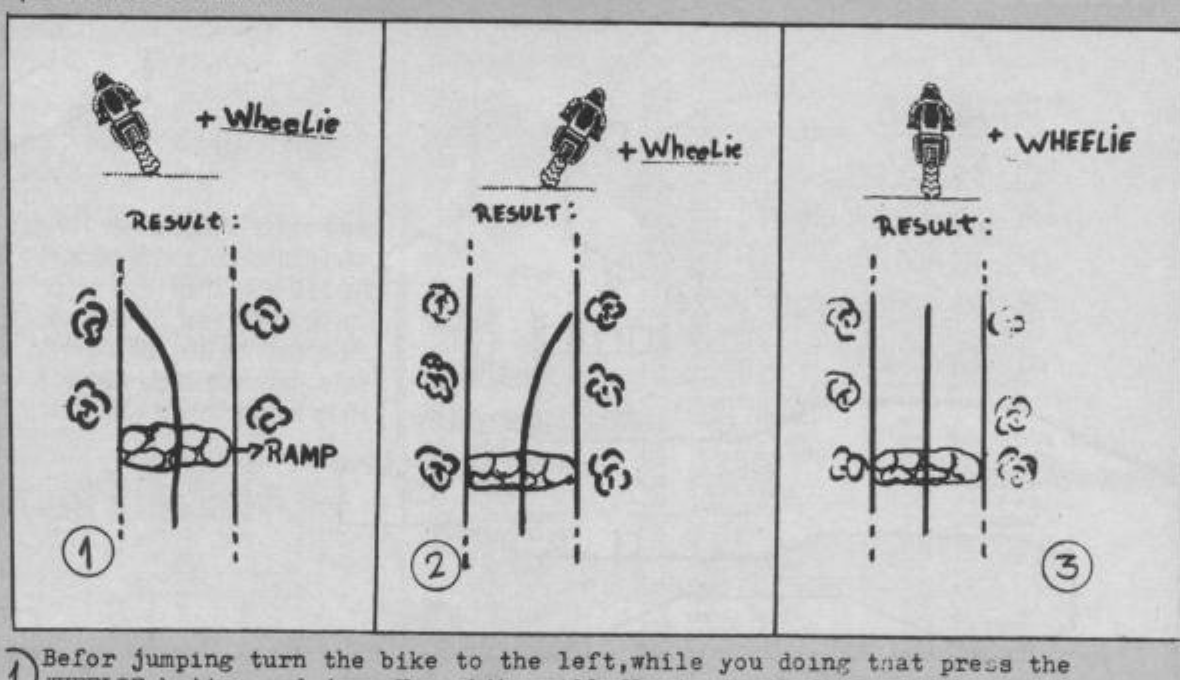
There is, you'll be tickled to know, a cheat on *Arkanoid* too! When you get to put your name on the Hi Score table, simply type PBRAIN instead of your name, and a message will flash up — 'Space To Cheat'. Then press the Space Bar and you'll continue the game from the level you got killed on. Thanxx especially to **Paulo Jose Jacob, Ian Preston, Stuart Thurston, Mike Brown** and of course our very own **Dr Marcus Berkbilge.** Gentlemen, what can I say but "fnyng", and let that be a lesson to you.

STRIKE FORCE HARRIER

Now then, now then, hows about the definitive hints for *SFH* then, hmm? Okay, **Billy Rubin**, take it away. **"To survive for any length of time, you must look after your landing sites. It's quite simple, but easy to forget when there are a couple of MIGs on your tail. If a tank moves onto a landing site, the site is destroyed. You will hear an explosion, and a new landing site will become available at your Home Base. If a tank moves onto Home Base, the game ends! The screen goes red, and will stay red until you take your fingers off the keyboard. So you're particularly vulnerable if your landing site is destroyed and you get a new one at Home Base, 'cos the tanks are targeted on your landing site! So, as soon as you're airborne shoot the four tanks to the east of landing site Q, and move your landing sites every 15 mins or so. Don't perform steep dives or turns near mountains until you know your limitations as a pilot. Timing the release of chaff and flares is critical, as they won't have the right effect if they are shot off too early. If your decoy has been unsuccessful, the missile alert will continue. If the missile is coming at you from the front, then evasive action is better than laying down decoys. If a missile is approaching,**

ENDURO RACER by Pedro Melâo

Here's a nice little doings from my pal **Pedro Melão** from Portugal. He's a bit of a whizz on the old dirt bike scenario situation (which is marketing speak for **Enduro Racer**) and has had a long felt want to share his knowledge with his fellow Zoners. Better a long felt want than a long felt hat, I always say. Anyroad, here's his tips. Vvvvrrrooooommmmm!!!



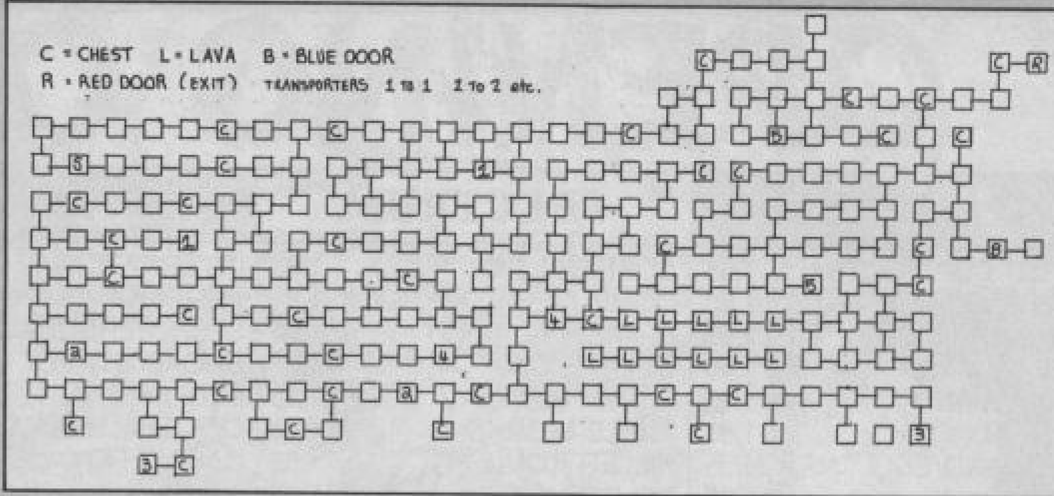
(1) Befor jumping turn the bike to the left,while you doing that press the WHEELIE button and jump.Your bike will fly to the left.Good for jumps to the left.

(2) Same as (1) but with right instead of left. (3) NORMAL JUMP.

Conquestador — by Karl Fudge and Ian O'Connor

Many thanks to our favourite mapsters Ian and Karl, as I've been waiting for a map of this little old thing for quite some time. And nobody until now has bothered to map it. Pffft! I dunno, some people just don't know a cartographically sound game if it bites their nose! Still, I'm glad Ian and Karl are on the ball. Because the map is huge, they've had to draw it in little boxes in order to fit it on the page. Still, it's readable... well, if you screw your eyes up and use an electron microscope it is! All the rooms and the connections between them are pictured, so you can find your way around easily and quickly.

By the way, chaps, don't just stop sending maps 'cos the Zone is on the way out. Keep 'em coming for the TipShop, next issue!



wait until it overpaints the plane on the combat rader before you release your decoys. If you don't get the message 'OVER GS' when you call up a landing site, take off again vertically. Pinpoint the landing site again using the HOMER and land. Remember that you must take off vertically, as the ground has not been prepared. Don't waste your two sidewinders on easy targets. Don't engage the enemy squadron unless you have a full complement of sidewinders. So make your first kills using the cannon." By jingo! You're a fine young flying officer, if ever I saw one.

THE INHERITANCE

Okay, okay, I know this is more Mike Gerrard's territory, but I've had so many tips for this one, I had to do something...

My super little Finns, **Jukka and Tommi Valista** of Pieksämäki have sorted it all out for you. So here it goes, and don't say I never give you anything. **"In the first part you have to find the woman who takes you to the airport. You start in your home. The bag is useful for carrying things, so take it. On the tray you'll find some money. Take this as well. Open the drawers and the cupboards. Take the passport and the wristwatch, and always carry them with you. As you go around the building, people will ask you to return things you have borrowed from them. They want the following:**

Man with black poplar (?)	**Gun**
Old Woman	**Flat Iron**
Bald-headed Man	**Pen**
Old Man with hat	**$50**
Chinese Man	**Candelabra**
Bald red-faced Man	**Necklace**
Old Man with thin hair	**Cactus**
Man with big teeth	**Flashlight**
Black Man	**Trumpet**

So pack these into the empty space in your bag. Behind a door on the floor you start on is a drawer with $9. There's also a Charity Lady wandering around willing to give you $100. Here are the codes for Part 2. JBAIOGEB and DBAAHEOB.

"You start part two outside the airport. As you enter your passport disappears. If you give money to the man sitting by the lavatories, he'll return your passport. Give him more money and he'll give you a message about his brother. Buy a sandwich or you'll become sick. Make a space two spaces sideways in your bag, and buy the Mon Tricot magazine. Show your passport at the check-in desk, and go through the middle port between 11.19 and 11.20. Enjoy the trip. Give the magazine to the hijacker. As you arrive in Las Vegas, it's essential not to turn either left or right or you'll be smashed by some fearsome punk. Take the third no.9 bus. And this is the end of part 2. The code for part 3 is OLAAGEKA. That's it! Well, that's all I've got so far. Oh, can I mention that my brother Tommi has got 1,159,100 on FTL's *Lightforce*?" No, you can't! Thanxx anyway, Jukka and Tommi, let us know what happens when you get through part 3. WoooOOOooo....

NETHER EARTH

"Hello! David 'Piggy' Shaw here. Just a quick note to say that today I completed *Nether Earth* by capturing all the bases on day 48..." (sniff) Yeah, so what? **"Is that any way to talk to one of your hi-scorers?"** (sniffle) No, I guess not. Do go on, I'll be alright in a minute... waaaahhh! **"Blimey. Anyway, here are the hints:**
1. Don't blow up warbases or factories, you get more resource points if you capture them.
2. When capturing factories and warbases, use direct control and just stay in the factory for 12 game hours, (if you don't do this then the robot may just wander out.) or put the robot on stop and defend inside the factory and leave him there. That's it! Bye now!" (sob) Thanxx, Piggy. I...don't know if I can go on much longer. The end of the page draws closer and closer like some grey reaper...gasp!

It's here! I can't bear it. Parting is such sweet sorrow...I am numb with the agony of death...grunt...errgh...

Click bzzzzzzzzzzzzzzzttttttttttttt!

If you've got any hints, tips, maps, POKEs, cheats, apple pies, bananas or anything else playable or edible, send them to Phil South, Hints 'n' Tips Dept, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

HEX'S HEROES

Bzzzzzt! What? Is this the afterlife? (*No, you forgot to do the Heroes, you berk. Ed*). Oh shoot! And I thought it was going so well. Wot a waste of a classy exit...sassen frassen...

Hi, heroes! How are you? (Yaaayyyy!) Great, let's dip into the sack and see who nips me tentacle...yowch! I didn't mean that literally, you stupid heroes! Eur, who's this? **Kenneth M Burns,** it seems, besides having a slight tooth problem, has scored an absolutely ginormous score on FTL's *Lightforce* of 3,963,750!!! Wow! Cor! Flip! (*Yes? Phil*). Bog off, Snouty, not you. You do seem to have a facial hair problem there, Ken...perhaps you ought to shave more often. And I really would see a dentist about them choppers, you gave me a nasty nip just then...I dunno, these Zoners get more good lookin' by the minute....

I mean, look at **Philip Stimpson!** Wot a dog! Oh, it *is* a dog. Some kind of doberman, by the look of him. Well, now, this dawg's fave game is *Rana Rama*, and he's got a hi-score of 1,064,300 to prove it. What I'd like to know is, how does he get his paws round the joystick? Oh, what's that? He uses the keyboard? I seeee.

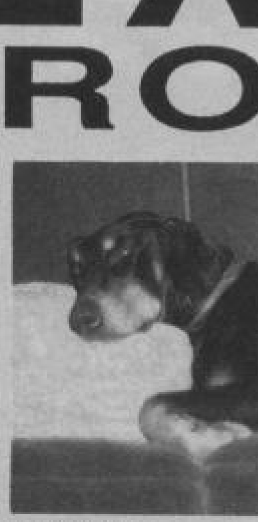
And finally, a completed *Head Over Heels*, with 78,000 points, 266 rooms explored, and four planets liberated. Whodunit? Why, that canny Scot, **Darren Robson,** of course. He had this to say about the game. **"I've just completed *Head Over Heels*! It's not as hard as *Batman*, that's why I finished it so quickly. When you do it you stand on a podium thingy and all the crowns you collected are displayed beside you. PS Please slap my mugshot in Hex's Heroes will ya."** No sooner said than slapped, old bean.

So that really is it! See you next month in the new section, and don't forget to send all your hints and tips to Phil South rather than me, 'cos he's the poor slob....sorry, fortunate fellow who'll be running the show from now on.

Click Bzzzzzzzzzzt!



Kenneth M Burns
Lightforce/3,963,750



Philip Stimpson
Rana Rama/1,064,300



Darren Robson
Head Over Heels/completed

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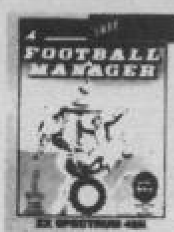
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WHIZZO!

YS COMPO

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It's wizard! No, not Roy Wood and his multi-coloured hairdo — Ocean's new megagame, *Wizball,* that's what. Set in the once colourful Wizworld, it features a magical Wizard who goes by the name of Wiz and his feline friend Catelite. Doom and destruction has enveloped this wacky world as the evil Zark has moved in with his nasty sprites and transformed it into the most drab and dreary place imaginable. So it's up to you and your catty assistant to restore Wizworld to its former multi-coloured glory by blasting the aliens and collecting droplets of colour. And if you want to know just how good *Wizball* is, turn to page 38 for the preview.

Are you back yet? Sounds good dunnit? Right, now we can tell you how you can get your paws on a copy absolutely free! Ocean is offering a brand spanking (*More, more! Ed*) new Spectrum+3 (colours of the spectrum, geddit?) and a copy of *Wizball* to the lucky winner of our wizzy compo. And the 20 runners-up get a copy of the game too.

Entering couldn't be simpler, even a demented kangaroo with a frontal lobotomy could do it! Just have a peek at the wizard piccies below. Notice anything strange? Yep, there are some subtle differences. Ring round them in ink, count 'em up and fill in the coupon. Rip it out, or a photocopy, and send the whole lot off to Jumpin' Jack Flash It's A Wiz, Wiz Wiz Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.





YS RULES OK!

- Employees of Dennis Publishing and Ocean will be blackballed if they attempt to enter this compo.
- Wizz your entries in by August 31st or you'll end up with a slipped disk. In other words you haven't a cat's chance in hell of winning the new Speccy.
- Don't mess with the Ed unless you want to lose your wizballs.

This is a wizard wheeze! Me and my apprentice have spotted ....differences.

Name ....

Address..

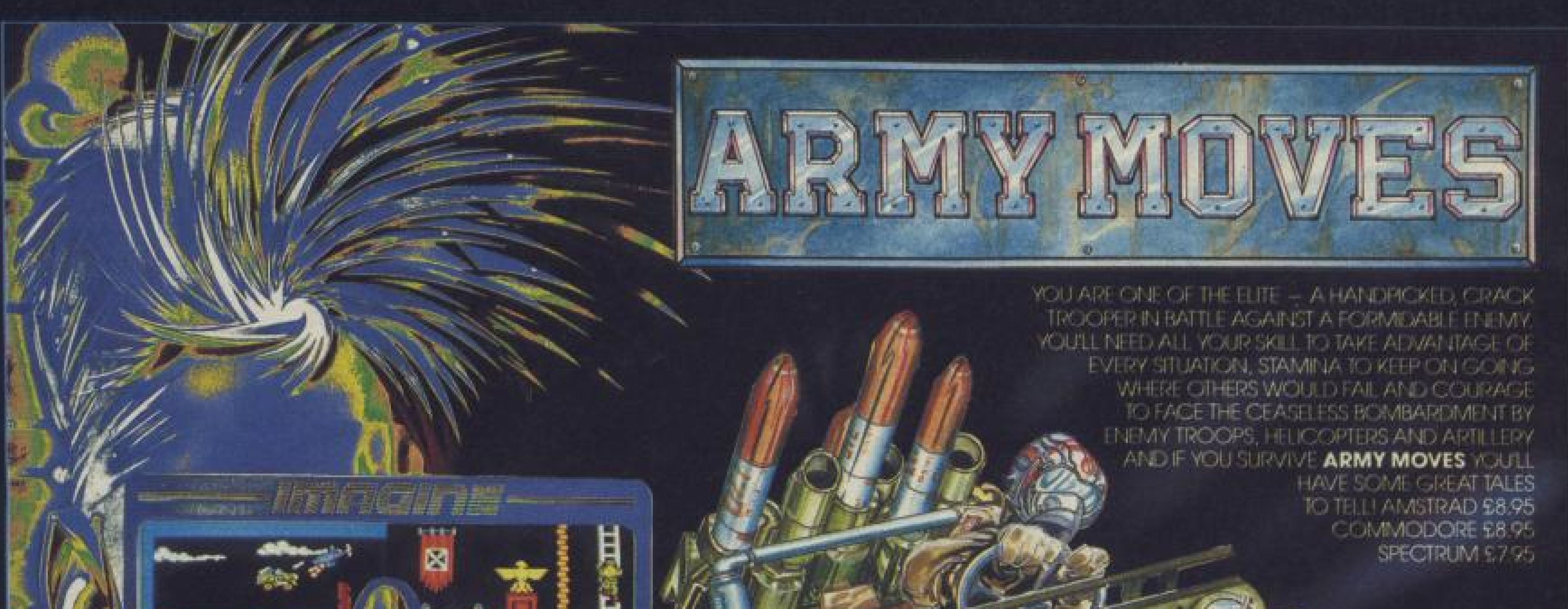
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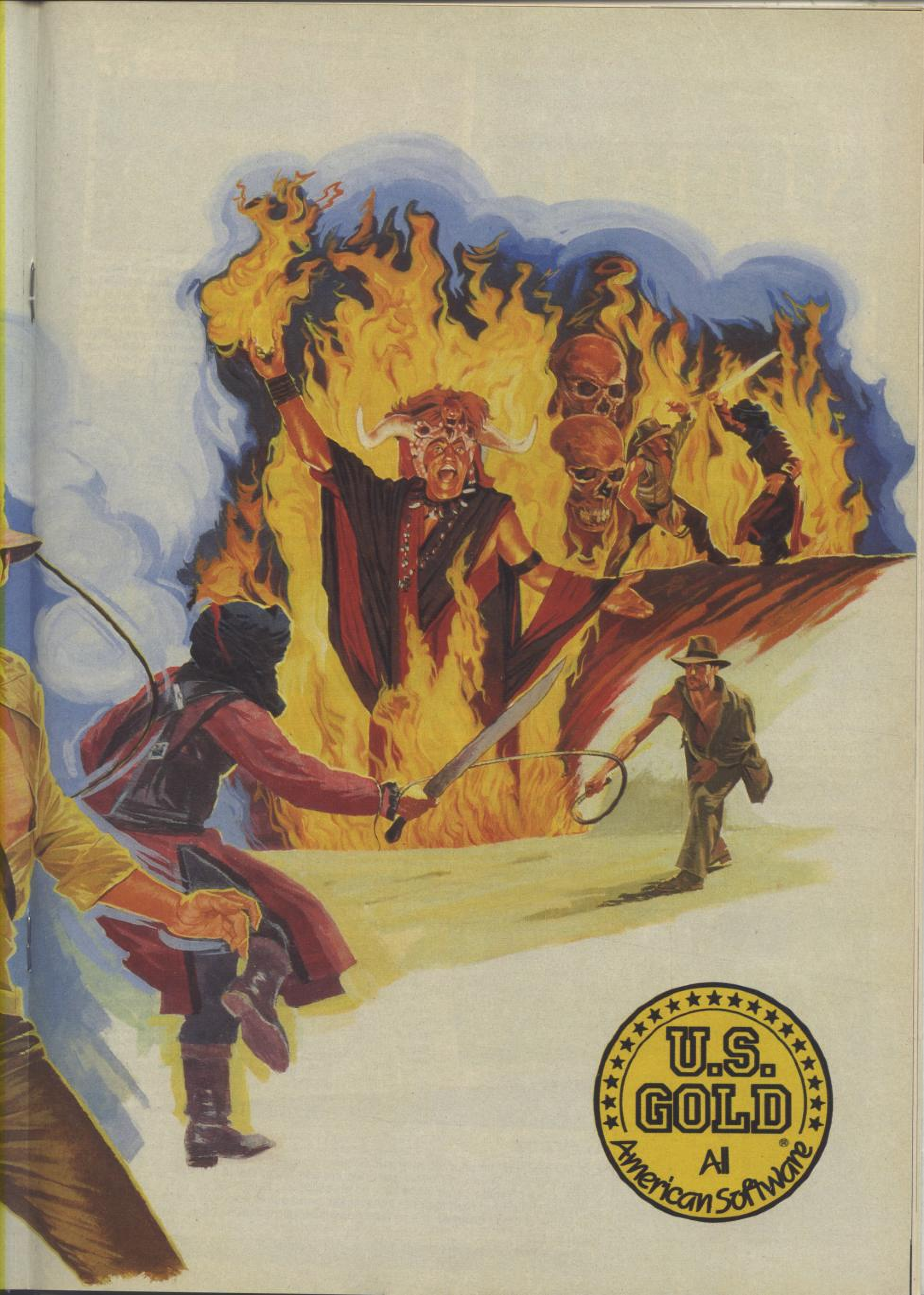
Screen shots taken from various computer formats.

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YOUR SINCLAIR




U.S. GOLD
American Software

***Peter Shaw*, our man in the arcades, moseys on down to Margate to check out a coruscating cornucopia of corky coin-ops!**

S·L·O·T·S O·F FUN

Oh I do like to be beside the seaside... well, it's a good excuse for a day out of the office, innit? Still, what better place to get the gen on all the latest in brill coin-op arcade games? I mean, after all, amusement arcades are as much a part of the seaside as sticks of rock, saucy postcards and sand in your 'wiches.

A quick stroll along the front told me all I really needed to know about the most popular machines. Sega's *Enduro Racer* and its newest, *OutRun* and *Super Hang On*, are tops with the bucket and spade brigade, hotly pursued by Taito's *Rastan Saga* and the best combat game ever, Konami's *GryZor*.





OutRun

Most games these days cost about 30p for one credit of play, compared to the 20p of a couple of months ago. But in spite of this, one play on *OutRun* will cost you a whopping 50p! Mind you, that's in the deluxe model. It's well worth it though, 'cos it's the most frighteningly fast road race game I've ever played. The best thing about it is the realism! When you bump into things, like the road edge, cars, trucks and trees, the whole machine rocks and vibrates, and the steering wheel wobbles in your hand. The effect is quite scary, but it really *does* give you the feeling of racing on the road. There are five levels, but you can choose the route you take to the finish line between levels, making a total of fifteen different unique ways to complete the game. Do look out for the deluxe version, with its moving cockpit, 26 inch monitor and 1,888K of graphics memory — it's fantastic!

Rastan Saga

Another thing I saw lots of people waiting to have a go on was *Rastan Saga*. This is a sort of barbarian platform combat game, where you play the part of a bloke with long hair, loin cloth and sword, whose task is to enter the dragon's lair and rescue the princess... wait a minute! This plot sounds familiar. It's a bit of *Green Beret* with knobs on, really, with six locations, each three screens wide. The object of the game is to kill anything that moves, and collect power items. Axes increase your attack strength, mallets up your offensive range and 'mantels' decrease enemy damage. Anyway, it's good.



Road Blasters

Road Blasters is the new Atari epic — a sort of *Pole Position* where you shoot the cars out of the way, Mad Max style, instead of driving around them. If you slam your foot on the floor, the car pulls some brilliant wheelies, and it's fast, explosive tyre-squealing action all the way. There's a choice of fire buttons on the steering wheel, some trigger style ones, or some thumb mounted ones on the front. The music is loud and brilliant, and the graphics are really smart — my favourites are the guns which shoot at you from the trackside, and the little plane which drops extra weapons down to you. The voices are Japanese, but I s'pose that's unsurprising really. A terrific blast, and really good value, 'cos it's not too hard so you get a good long go on it.



Super Hang On

And as a sort of bikers antidote to *OutRun*, comes *Super Hang On*, a deluxe re-mix of the supermegabrill *Hang On*. With its powerful stereo speakers either side of the monitor, the vibrating handlebars (oo-er) to give you that on-the-road feel, and the enhanced graphics, it revitalises the *Hang On* experience beyond recognition. Sega has taken a leaf from *Enduro Racer*'s book and put loads of humps and bumps in the road too, to make it even more tricky. It's brilliant, fast and the most accurate simulation of riding a motorbike I've ever played. And judging by the crowds round it so do half the Hell's Angels in Margate!

GryZor

And my favourite game of the moment, besides *Road Blasters*, is Konami's *GryZor*. A sort of *Cobra*esque platform combat game, in the first phase, and a 3D maze game in the second phase, and... and... well I didn't get any further than that, but it's a rockin' good game, and well worth the couple of quid I dropped into it. Why do combat game heroes have such butch names?

MARGATE MADNESS

While I was in Margate, I thought it'd be nice to have a chat to some of the other poor saps who were pumping their dosh into the wicked machines, and get their opinions. They were not amused...

Chris Versace, 19, Harrow On The Hill. ► "I haven't actually got a computer, but I spend quite a lot of time in the arcades. I s'pose that since my favourite game is *Gauntlet*, I really should get a Spectrum. My friend has one and it doesn't look too bad. My best score is 3,000,000 odd. I saw *Gauntlet II* for the first time today, which my local arcade hasn't got — and I spent seven quid! I must be mad!" (*No comment! Ed*).





▲
Peter Braine, 26, Oxford. (*P Braine, Geddit? Ed*). "I claim to have the highest score on *PacLand*, 1,620,800. Beat that then. I have a Spectrum at home, but I don't think the conversions match up to the originals, so I spend most of my time and money in the arcades. I'm looking forward to seeing *Alien Syndrome* from Sega."

Ben John, 11, Wickham, Cambs. "My fave game is *Enduro Racer* from Sega. The only chance I get to play arcade games is when the fair comes near to my town, so I normally just use my Speccy. I hope to get a +2 pretty soon." ▼





▲
Trevor Prior, 18, Balham, London. "I spend lots of time in the arcades back home, and my favourite is *Paperboy*. I managed to get over 2,000,000 last week! My brother's got a Spectrum, but I didn't think the version of *Paperboy* was as good as the arcade."



Mark Cohen, 21, Bethnal Green. "I suppose I spend too much money on arcade games, all the fault of *Gauntlet* I'm afraid. I have a Spectrum, and I read *YS*, but I also read *C&VG*. Well, I didn't know you were doing an arcade section until now, did I?" ▼



Phillip Cosgrove, 23, High Wycombe. "Since I've got a Spectrum, I don't spend nearly so much time in the arcades. My favourite game is *Pole Position*, but I've just seen *Enduro Racer*, and that ain't bad. I hear there's a conversion on the Spectrum, so I'm just going to go and get hold of a copy." ▼



◄ **Paul Wright, 20, Croydon.** "What's my favourite game? *Marble Madness*, of course. I've got a Spectrum and two versions of *MM* for it as well. I never seem to get tired of it, like you do with *Bomb Jack* and those other games."



▲
Richard Whiting, 20, Edinburgh. "I don't play arcade games very much, 'cos I'm pretty useless at them. I've got a computer at home, but I don't play with it as much as I used to. My favourite game here has got to be *OutRun*."

ARCADE NEWS

Sega is going to release *SDI*, a game based on Star Wars, the satellite based anti-nuclear devices. The storyboard suggests that while you, as a superpower, are negotiating to keep the heavens free of these weapons, the enemy is launching the very same devices. You must quickly launch your counter defence from the Shuttle and intercept them.

The space theme is carried on by Bally Sente's newest game, *Moonquake*, where you hop along the interplanetary belt collecting minerals, while avoiding the hazards, including meteor showers and, of course, moonquakes! The interesting thing about *Moonquake* is that it's the first game to be released on Bally Sente's new Sente Super System — arcade machines made using the new Commodore Amiga as a base.

This is also true of Mastertronic's new Arcadia coin-ops, the first of which are *Road Wars* and *Rockford*, which is apparently a version of *Boulderdash*. But more of this when we can see the machines in action.

The biggest news this month is the game that everyone's been talking about, Sega's *Alien Syndrome*. It's based in the 1990's when the first space colony has been established. You have just received a message on your ship from Earth, telling you that the colony has been invaded by aliens from the planet Alpha. Your mission is to rescue the colonists and blow the aliens and their ships out of the galaxy. On entering the first of the floating fortresses you're up to your holsters in squishy aliens, bristling eyes and teeth.



There are seven levels, and at each level you must confront a 'master alien', and if you thought the others were pretty disgusting, you ain't seen nothing until you see one of these blighters. (Hooaarrghhh!)

Alien Syndrome uses superb graphics, the like of which you won't have seen before... and frankly, you'll wish you hadn't.

That's it! See you in the arcades down in Brighton next month!

WHAT'S THAT HAUNTING, EERIE, SCRAPING NOISE??

Don't worry it's you and you are the.....



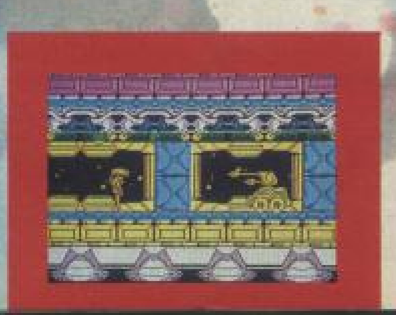
After a million long year's evolution the inevitable consequences of genetic engineering has materialised to haunt the galaxies, to terrorise the star systems and the beings that exist upon them. A race of Masters so feared that stories of their awesome powers are legend and the tales of havoc that they commit from the grotesque starship in which they collect galactic specimens, strike fear into the bodies of all inhabitants of planets upon which this vessel of doom casts its evil shadow. Fear that is in all except one single, savage neoreptilian creature, that too has felt the cataclysmic tremors of evolution and exists as the only living example of the one remaining lifeform that has the strength and cunning to resist the domination of the Masters.

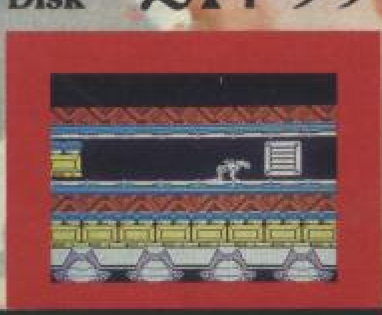
Motivated by a sub conscious determination to perpetuate its tortuous existence the creature roams the labyrinthed depths of the space station seeking the hidden hibernation chambers in which the last remaining members of its rebellious race lie in suspended animation. There can only be one objective in its miserable existence... the freeing of its companions and the ultimate destruction of the monsterous Masters. How much pain can you withstand, how long can you last out before once again you can join with spirits of your own kind?

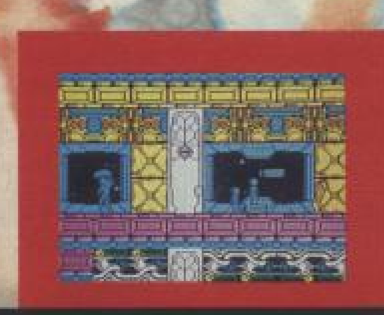
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PROGRAM PITSTOP

If you want to know more about programming, take a Pitstop right here in our new program section! Each month it'll be bursting with routines from the top programmers, and seething with all your games and utility programs.

Yes, it's all true! In this rinky première edition of Program Pitstop, we've got **Jon Ritman** of *Batman* and *Head Over Heels* fame, **Dominic Robinson** who wrote *Zynaps* and *Uridium* and **Tim Follin**, musician extraordinaire, who did the music for *Agent X* and *Sentinel*. All of them are here this month sharing their darkest programming secrets, for you to use *free* in your own programs! If that isn't enough for you, we've also got wacky **David McCandless** and his super *Gauntlet Mapper* program, plus an original and useful graphic utility from **Khalid Jamil**, called *Peeker*.

Pitstop is going to be *the* indispensible programmers guide, featuring the best Spectrum programmers plus yourselves in the biggest pooling of programming talent since the Spectrum was invented. What we need are contributions from *you*. Is there a routine that does something fab that you used in your last game? Provided it's quite short, you're in with a chance to be featured in *Program Pitstop*. If you're a professional programmer, then please write in with a mugshot and some details. If you're just a talented amateur, then let the rest of the world see how brill you can be — who knows, you could find yourself up there with the big boys in no time!

PEEKER

by Khalid Jamil

Now then, have you ever seen graphics in a game that you really liked and thought, "Hmm, with a little bit of tickling that would be just right for my new game!" Well, now you can! **Khalid Jamil** has come up with a very tidy solution, in the form of *Peeker*, an amazingly short program which allows you to look at a game's graphics or sprites to see how they're made up.

Method

Load *Peeker* with LOAD "". You'll be presented with a menu screen containing the graphics window, a small bar containing the start and end addresses of the program you're looking at, a short box containing the memory location presently being examined, and a menu box. The menu box contains the words PEEK, POINT, COLOR, LOAD, and SAVE. To access each of these options, press '6', then use 'Q' and 'A' to highlight the option, then finally press '0' (zero) to select it. To escape from an option press '6' again.

Basic Program

Here's the main program. Type it in and save it to tape as SAVE "PEEKER" LINE 1. It'll load up the code blocks and auto-run.

```
   1 REM ** PEEKER (c) K.Jamil 1
987 * for YOUR SINCLAIR **
   2 BORDER 0: PAPER 0: BRIGHT 1
: INK 7: CLEAR 27935
   3 LOAD ""CODE 23296: LOAD ""C
ODE 27936
   4 POKE 23675,33: POKE 23676,1
09: POKE 23658,8: GO SUB 9000: I
NK 2
   5 LET k=0: LET r=1
```

Options

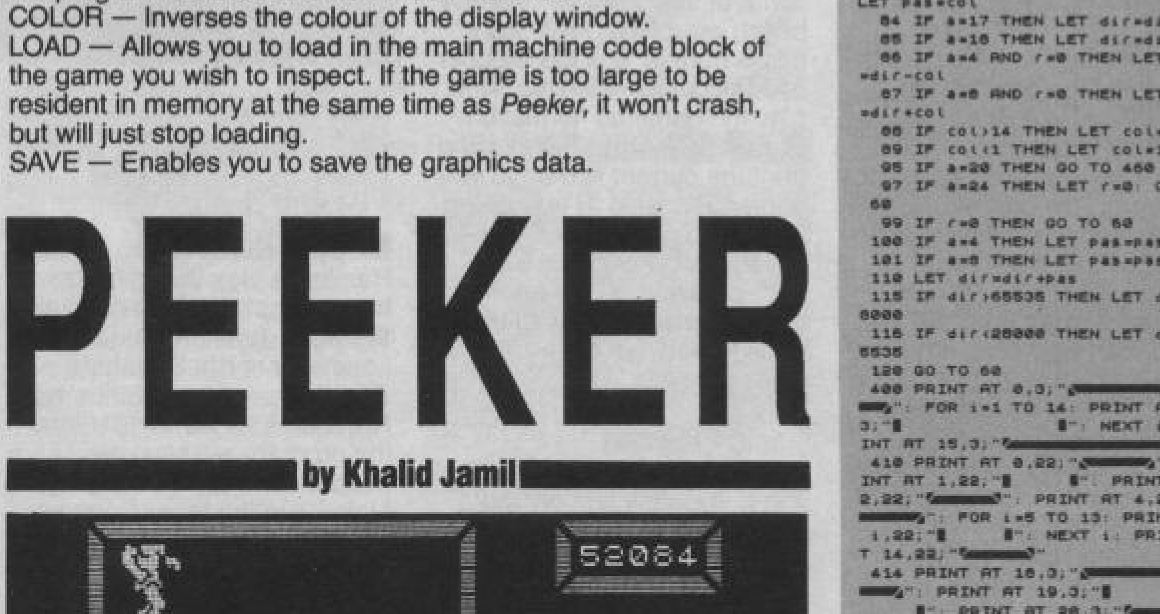
PEEK — After loading the game, this option allows you to actually look at the graphics in memory. Scan forwards and backwards through memory with 'Q' and 'A'. If it looks crunched or just plain garbage, you can expand the data sideways to make it more readable with 'O' and 'P'. If the data seems to be off to one side, like the head of the character is on one side and the body on the other, you can scroll the data around with keys '5' and '8'.

POINT — This function points to the location in memory where the program is stored and how much there is of it.

COLOR — Inverses the colour of the display window.

LOAD — Allows you to load in the main machine code block of the game you wish to inspect. If the game is too large to be resident in memory at the same time as *Peeker*, it won't crash, but will just stop loading.

SAVE — Enables you to save the graphics data.




```
  10 LET dir=28000: LET col=1: L
ET pas=col: GO SUB 400
  20 INPUT "(1) Keyboard (2) Kem
pston:";key
  30 IF key<>1 AND key<>2 THEN G
O TO 20
  60 RANDOMIZE dir: POKE 23297,P
EEK 23670: POKE 23298,PEEK 23671
: POKE 23313,col
  70 RANDOMIZE USR 23296
  75 PRINT INK 7;AT 1,23;dir
  80 IF key=1 THEN GO SUB 9500:
GO TO 82
  81 LET a=IN 223
  82 IF a=2 THEN : LET col=col-1
: GO SUB 8000: LET pas=col
  83 IF a=1 THEN LET col=col+1:
LET pas=col
  84 IF a=17 THEN LET dir=dir-1
  85 IF a=16 THEN LET dir=dir+1
  86 IF a=4 AND r=0 THEN LET dir
=dir-col
  87 IF a=8 AND r=0 THEN LET dir
=dir+col
  88 IF col>14 THEN LET col=14
  89 IF col<1 THEN LET col=1
  95 IF a=20 THEN GO TO 460
  97 IF a=24 THEN LET r=0: GO TO
 60
  99 IF r=0 THEN GO TO 60
 100 IF a=4 THEN LET pas=pas-col
 101 IF a=8 THEN LET pas=pas+col
 110 LET dir=dir+pas
 115 IF dir>65535 THEN LET dir=2
8000
 116 IF dir<28000 THEN LET dir=6
5535
 120 GO TO 60
 400 PRINT AT 0,3;"▖━━━━━━━━━━━━
━━▖": FOR i=1 TO 14: PRINT AT i,
3;"▌              ▌": NEXT i: PR
INT AT 15,3;"▖━━━━━━━━━━━━━━▖"
 410 PRINT AT 0,22;"▖━━━━━▖": PR
INT AT 1,22;"▌     ▌": PRINT AT
2,22;"▖━━━━━▖": PRINT AT 4,22;"▖
━━━━━▖": FOR i=5 TO 13: PRINT AT
 i,22;"▌     ▌": NEXT i: PRINT A
T 14,22;"▖━━━━━▖"
 414 PRINT AT 18,3;"▖━━━━━━━━━━━
━━━▖": PRINT AT 19,3;"▌
     ▌": PRINT AT 20,3;"▖━━━━━━━
━━━━━━━▖"
 415 INK 7: PRINT AT 5,23;"Peek"
;AT 7,23;"Color";AT 9,23;"Point"
;AT 11,23;"Load";AT 13,23;"Save"
 420 RANDOMIZE USR 23343: RETURN
 460 LET x=22711: LET k=0
 470 LET x1=x
 480 IF key=1 THEN GO SUB 9500:
GO TO 510
 500 LET a=IN 223
 510 BEEP .0007,60
 520 LET x=x1+64*(a=4)-64*(a=8)
 525 IF a=16 THEN GO TO 600
 530 IF x<22711 THEN LET x=22711
: GO TO 540
 535 IF x>22967 THEN LET x=22967
: GO TO 540
 537 LET k=k+(a=4)-(a=8)
 540 FOR i=x1 TO x1+4: POKE i,71
: NEXT i: FOR i=x TO x+4: POKE i
,41: NEXT i: GO TO 470
 600 BEEP .1,30: IF k=0 THEN LET
r=1: LET pas=col: GO TO 50
```

```
 610 GO SUB 1000
 650 GO TO 500
1000 LET s=23353: IF PEEK s=70 T
HEN POKE s,112: GO TO 1200
1100 POKE s,70
1200 RANDOMIZE USR 23343: PAUSE
10: RETURN
2000 PRINT AT 19,5;"28000  46000
": PRINT INK 2; BRIGHT 0; FLASH
1;AT 19,4;"█": LET f=2
2090 IF key=1 THEN GO SUB 9500:
GO TO 2200
2100 LET a=IN 223
2200 IF a=2 THEN LET f=2: PRINT
FLASH 1; INK 2; BRIGHT 0;AT 19,4
;"█";AT 19,17; FLASH 0;" "
2300 IF a=1 THEN LET f=1: PRINT
AT 19,17; FLASH 1; BRIGHT 0; INK
 2;"█";AT 19,4; FLASH 0;" "
2400 IF a=4 THEN IF f=2 THEN LET
 dir=28000: GO TO 2600
2450 IF a=4 THEN IF f=1 THEN LET
 dir=46000: GO TO 2600
2500 GO TO 2090
2600 PRINT AT 19,4; FLASH 0;"
           ": RETURN
3000 RANDOMIZE USR 23367: RETURN

4000 INPUT "Length:";lo
4001 INPUT "Name:";s$: IF LEN s$
=0 OR LEN s$>10 THEN GO TO 4001
4002 SAVE (s$)CODE dir,lo: RETUR
N
8000 LET w=16420+col: LET ww=184
36+col
8100 RANDOMIZE w: POKE 23365,PEE
K 23670: POKE 23366,PEEK 23671:
RANDOMIZE w: POKE 23422,PEEK 236
70: POKE 23423,PEEK 23671: RANDO
MIZE USR 23381
8200 RETURN
9000 PRINT AT 18,23; INK 6; INVE
RSE 1; BRIGHT 1;"PEEKER";AT 20,1
9;"(c) K.J.S.'87": RETURN
9500 LET a$=INKEY$
9510 LET a=16*(a$="0")+2*(a$="O"
)+(a$="P")+4*(a$="A")+8*(a$="Q")
+17*(a$="6")+18*(a$="5")+20*(a$=
"8")+24*(a$="7"): RETURN
```

Hex Loader

Type in this Hex Loader and save it to a separate tape for future use, then run it and type the following Hex Dumps into it. You'll be asked for the Start Address and Length. This is the address in memory where the code will be loaded, and the length is how many addresses after that it takes up. These figures are given at the beginning of the dumps. To stop typing, input an 'S'.

```
  5 REM ***SON OF HEX LOADER***
  6 REM
  7 REM
 10 GO SUB 200
 20 LET a=s
 30 LET t=0
 40 PRINT TAB 0;a;" ";
 50 INPUT "Line of Hex";h$
 60 IF h$="S" THEN STOP
 70 IF LEN h$<>ch THEN BEEP .5,
-15: PRINT "Length error": GO TO
 30
 80 PRINT h$,
 90 LET x=0
100 FOR b=1 TO ch STEP 2
110 LET z=FN h(h$): LET t=t+z
120 POKE a+x,z
130 LET h$=h$(3 TO )
140 LET x=x+1
150 NEXT b
160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
170 PRINT q
180 IF q<>t THEN PRINT "INPUT E
RROR!": BEEP .5,-15: GO TO 30
190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2)
)-48-(7 AND h$(2)>"9")
210 POKE 23609,50: POKE 23658,8
220 INPUT "Start Address";s
230 LET ch=16
240 RETURN
```

Hex Dump 1

This is the first bit of code, start address = 23296, and the length = 143. Save as SAVE "PEEK CODE" CODE 23296,143 after the Basic program on your tape.

```
23296:1187FF2124400502=548
23304:C50607C50608C5E5=847
23312:06011A77231310FA=472
23320:E101000109C110EE=683
23328:01E007ED42C110E3=971
23336:210448C110DAC921=770
23344:2458060EC5E5060E=590
23352:3E46772310FAE101=778
23360:200009C110EEC937=744
23368:3EFFDD21606D1170=905
23376:94CD5605C9000000=645
23384:2127400602C50607=354
23392:C50608C5E5060136=698
23400:00231310FAE10100=546
23408:0109C110EE01E007=689
23416:ED42C110E3210748=851
23424:C110DAC900000000=628
23432:0000000000000000=0
STOP
```

Hex Dump 2

This is the second bit of code, start address = 27936, and the length = 65. Save as SAVE "PEEK CODE2" CODE 27936,65 after the first code block.

```
27936:3E001F0F47637178=511
27944:7C00FFFFFFFFFF00=1399
27952:0000F8F0E2C68E1E=1084
27960:3E7C787163470F1F=635
27968:000000FFFFFFFFFF=1275
27976:003E1E8EC6E2F0F8=1146
27984:007C7C7C7C7C7C7C=868
27992:7C3E3E3E3E3E3E3E=558
28000:0000000000000000=0
STOP
```

GAUNTLET MAPPER

by David McCandless

Megawow! If you're a *Gauntlet* fan, then this is the utility for you. Having slaved along through *Gauntlet* and it's *Deeper Dungeons*, it's real nice to be able to get a map of the darn thing. Half the time spent playing the game seems to be flogging down dead end passages, only to turn around and see a Death on your tail! But don't get in a tizzy, 'cos help is on hand! David McCandless has come up with this wacky little program which actually maps each level for you and prints it out on a printer!

Included in the program is a headerless save program, residing at address 31011. To use this simply RANDOMISE USR 31011 and it'll save the *Mapper* code as a headerless file. There's no 'Start Tape And Press Any Key' message, so the tape has to be running before you press ENTER. (For the technically minded, it's a natty little routine you might want to use in your own programs. It goes like this: DD 21 BO 77 11 74 01 3E FF CD C2 04 C9, where the underlined figures are the length, lo and hi bytes, in that order of course.)

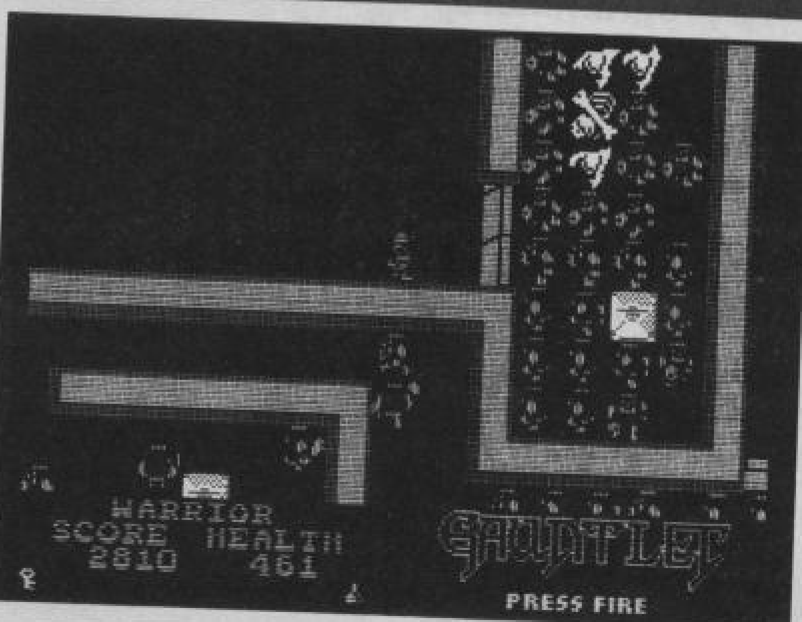
Method

To use *Mapper,* simply connect your Spectrum to a printer, and load Mapper1 with LOAD"". Stop the tape and load side 1 of your *Gauntlet* tape as normal. Once loaded the screen will go blank. Stop the *Gauntlet* tape and insert your *Mapper* tape again. Press play and the headerless file will load in. Now the game will continue as normal, but you'll notice some of the character set has been corrupted. Don't worry, this is normal 'cos the *Mapper* code occupies this area. Now play the game as normal but Pressing 'T' will compress and print the current screen to your printer. Pressing 'R' will return you to the game, but if you haven't got enough time to play, pressing 'Y' will return you to the game, but with all the walls turned into exits for a quick getaway.

Basic Program

Here's the Basic Program. Type it in and save it first on your tape as SAVE "Mapper1" LINE 10.

```
 10 REM The GAUNTLET mapper
 20 REM © D.McCandless 1986
 30 CLEAR 32768
 40 FOR n=23296 TO 23369: READ
a: POKE n,a: NEXT n
 50 PRINT "PLAY GAUNTLET TAPE
FROM START OF           SIDE 1"
 60 RANDOMIZE USR 23296
 70 DATA 221,33,216,254
 80 DATA 17,81,1,62,255
 90 DATA 55,205,86,5,48
100 DATA 241,33,25,91
110 DATA 34,57,255,243
120 DATA 195,0,255,175
130 DATA 50,105,169
140 DATA 50,113,169,62
150 DATA 24,50,67,175
160 DATA 62,201,50,193,159
170 DATA 205,107,13,221
180 DATA 33,176,119,17
190 DATA 116,1,62,255
200 DATA 55,205,86,5
210 DATA 48,241,62,1
220 DATA 50,236,120,33
230 DATA 231,120,34,50
240 DATA 133,195,0,132
```



Mapper Hex Dump

Here's the Hex Dump for the headerless file which does all the work. Type this into the Hex Loader from Khalid Jamil's *Peeker* program, and then type RANDOMISE USR 31011, and the program will save itself as a headerless file. IMPORTANT: Make sure the tape is running before you press return.

```
30640:000000000000FFFF=510
30648:FFFFFFFF2C2C2C2C=1196
30656:2C2C00FFFF00FF00=853
30664:3C42FF9981FF1824=976
30672:4281423C0010387C=517
30680:381010182458E5E7E=470
30688:061A366C54780205=405
30696:FDA58200FFC39999=1304
30704:C3FF002882006226=790
30712:42C01818C342AA55=825
30720:AA55AA55FF818181=1152
30728:81FFFF83BF8FBF83=1426
30736:6F2600113C782919=412
30744:5E23862A3878223A=525
30752:780606C5ED483A78=819
30760:783C323B783DCDB1=852
30768:221A77130C110ECC9=644
30776:0000000080778677=596
30784:8677B677B677B677=1204
30792:8677B677B677B677=1204
30800:8677B677B677B677=1204
30808:B677B677B677C277=1216
30816:BC77C877CE77D477=1262
30824:DA77DA77E0778077=1312
30832:8077807780778077=1160
30840:8077E677EC77EC77=1354
30848:EC77EC77EC77EC77=1420
30856:EC77EC77EC77EC77=1420
30864:EC77EC77EC77EC77=1420
30872:EC77F277F877CE77=1406
30880:8077047804780478=667
30888:0A780A780A78FE77=763
30896:2100002238781100=260
30904:800620C50620C51A=624
30912:D5FE8038023E39CD=977
30920:10780113 3A3878C6=796
30928:0832387 8C110E797=825
30936:3238783A3978C606=665
30944:323978C110D5C9CD=1055
30952:8E0278FE052801C9=768
30960:F3CD0879CD8078CD=1283
30968:8E0278FE0D2807FE=835
30976:0220F4CD649CFBC9=1191
30984:2100401101400100=180
30992:183600ED80210058=512
31000:1101580100033607=171
31008:ED80C9DD21B07711=1160
31016:74013EFFCDC204C9=1038
31024:0000000000000000=0
STOP
```

```
GAUNTLET MAPPER-KEY TO MAPS
■   - Wall
‖▬  - Doors
⌂   - Treasure
○   - Bottle
•   - Food
▲   - Potion
♦   - Cloak of Invisibility
⊸   - Key
⊠   - Monster Generator
◌   - Switch
⁘   - Teleport
■   - Wall affected by switch
□   - Weak Wall
▣   - Exit
```



STAR TIP 1

by Dominic Robinson

Ever looked at the flashy rainbow coloured lettering on Hewson games and thought "Corky! I wish I could do that in my games!" Well now you can, because those awfully nice Hewson people have allowed Dominic Robinson, the exceedingly talented chap behind the Spectrum conversion of *Uridium*, to share it with you. His programming life at Hewson began when he worked on the team that built *Pyracurse*, and after *Uridium* and the game he's just completed, *Zynaps*, he looks, at the tender age of 21, to be one of the top Spectrum programmers of 1987.

The *Rainbow Effects Processor* is a very tidy group of routines, used in both *Zynaps* and *Uridium* to produce the amazing rainbow 3D effects on the title and hi-score screens. "In its simplest form, the *Rainbow Processor* can be used to increase the Spectrum's normal colour resolution, giving you a different colour on each pixel line, in a band twenty characters wide in the centre of the screen. With a little more work, the bars can be animated to produce some very un-Spectrum like effects. The *Rainbow Processor* runs in Interrupt Mode 2, to keep it synchronised with the generation of the TV picture, so that different attribute values are fetched for each pixel line."

Method

To use the *Rainbow Processor*, you must set up a block of memory containing the colour for each pixel line of your display. This block can be 256 bytes long, although at most 192 will be used at one time, and it must not cross a page boundary. Starting at a block at an address which is a multiple of 256 will ensure that this condition is met. For example: 193*256=49408, which is conveniently placed just above the end of the code. Next POKE the address of your data into 49189 and 49190; call the routine at 49153 to initialise the interrupts, then POKE 49188 with the number of pixel lines you want displayed. This value should be a multiple of 8 for best results. Any value outside of the range 1 to 192 will switch off the rainbow effect until another value is used. The deeper the display you use, the less processor time will be available for Basic or any other code you have running. For this reason the rainbow effect can only really be used for title screens and special effects.

Hex Dump

Feed this, eight bytes at a time, into the Hex Loader from *Peeker*, and save it as SAVE"democode"CODE 49153,145.

```
   1 PRINT AT 0,7;"RAINBOW  PROC
ESSOR";AT 1,6;"By  Dominic Robin
son"
   3 GO SUB 1000
   5 OVER 1: FOR r=1 TO 51 STEP
10: FOR x=0 TO r: LET y=INT SQR
(r*r-x*x): PLOT 128+x,87+y: DRAW
 0,-2*y: PLOT 127-x,87+y: DRAW 0
,-2*y: NEXT x: NEXT r
   6 LET r=70: FOR x=0 TO r/2: L
ET y=SQR (r*r-x*x): PLOT 128+x,8
7+y: DRAW 0,-2*y: PLOT 127-x,87+
y: DRAW 0,-2*y: NEXT x
   7 POKE 49188,184: POKE 49190,
255
  10 LET a=0
  20 POKE 49189,a: LET a=a+1
  30 IF a=256 THEN  LET a=0
  40 GO TO 20
1000 FOR a=0 TO 255
1010 READ b: IF b=255 THEN  REST
ORE : GO TO 1010
1020 POKE 65280+a,b: NEXT a
1030 RETURN
1050 DATA 64+8+1,64+32+4,64+40+5
,64+56+7,56+7,40+5,32+4,8+1
1060 DATA 64+7,64+7,7,7,7,7,7,7
1061 DATA 7,7,64+7,64+7+8,64+7+8
,64+7+24,64+7+8,64+7+8
1062 DATA 64+7,64+7,64+7,64+7,64
+7,64+7,64+7,64+7
1090 DATA 255
2000 CLEAR 32768: BORDER 0: PAPE
R 0: INK 0: CLS
2010 LOAD "democode"CODE 49153
2020 CLS : RANDOMIZE USR 49153:
GO TO 1

49153:F33EBFED47ED5E21=1168
49161:00BF3EC0772C20FC=892
49169:24773EC332C0C021=879
49177:27C022C1C0AF3224=911
49185:C0FBC90090FFF3E5=1517
49193:D5C5DDD9F5E5D5C5=1519
49201:ED73B4C03A24C03D=1023
49209:FEC0304637C4FED5B=1031
49217:25C0D90821FA5711=841
49225:20003E0108D93E3E=444
49233:060F10FEEAFF2330=872
49241:C251C000001A1CD9=738
49249:4F080FD268C019C3=831
49257:6EC046464641F9C5=1023
49265:C5C5C5C5C5C5C5C5=1576
49273:C50000000D9080DC2=629
49281:5EC031E47FC1D1E1=1317
49289:F10809C1D1E1F1C3=1529
49297:3800000000000000=56
STOP
```

Demo Program

This small Basic program demonstrates the facilities of the *Rainbow* Code. Save it as SAVE"RAINBOW"LINE 2000. When you run it, it will load and activate the machine code, upon which the screen will go black for a couple of minutes while the demo picture is drawn. So be patient; the result is *stunning*.



STAR TIP 2

by Tim Follin

This amazing three-channel sound routine is the product of the versatile musical talent of Tim Follin, the man behind the tunes on Mastertronic's *Agent X*, and Firebird's spectacular *Sentinel*. If you thought these were the corkiest sonics you've heard on any Speccy game, you'll be thrilled to atoms over this chunk of machine code music!

Tim is currently working on a brilliant new routine for 6 channel sound with chorus bass, 128K snare drum, echo on/off/delay time, portamento, and full ADSR! This fabby routine is to appear on a brand new game called *Red 5*, by Peter Gough, so keep a look out for it in the near future.

Method

The code begins at 40000 and is a mere 1340 bytes long. First CLEAR 39999, then LOAD ""CODE. To hear the tune, simply RANDOMISE USR 40000. Any key breaks.

Note: Tim has asked us to say that although he doesn't mind you using the tune in your own programs, he does retain copyright on it, so it can't be used for commercial games.

Hex Dump

Type the following hex dump into the hex loader and save as SAVE "TUNE" CODE 40000,1340. Good luck!

```
40000 F3 21 E8 03 22 5A 9D DD =1013
40008 21 62 9D DD 7E 00 3C C2 =889
40016 7C 9C DD 23 DD 66 01 DD =1081
40024 6E 00 22 57 9D DD 23 DD =865
40032 23 DD 7E 00 32 5C 9D DD =902
40040 7E 01 32 5A 9D DD 7E 02 =773
40048 32 5F 9D DD 23 DD 23 DD =1035
40056 23 C3 48 9C 3A 5A 9D 32 =816
40064 5B 9D 3A 5C 9D 32 5D 9D =855
40072 ED 4B 57 9D DD 66 00 DD =1100
40080 6E 01 DD 56 02 1E 0A 3E =522
40088 C1 32 59 9D 32 5E 9D CD =803
40096 BA 9C AF DB FE 2F E6 1F =1298
40104 C2 B8 9C DD 23 DD 23 DD =1267
40112 23 DD 7E 00 A7 C2 48 9C =974
40120 FB C9 C5 3A 59 9D 4F 25 =1069
40128 20 11 AF D3 FE 41 10 FE =1024
40136 3E 10 D3 FE 91 47 10 FE =1029
40144 DD 66 00 2D 20 11 AF D3 =803
40152 FE 41 10 FE 3E 10 D3 FE =1132
40160 91 47 10 FE DD 6E 01 15 =839
40168 20 11 AF D3 FE 41 10 FE =1024
40176 3E 10 D3 FE 91 47 10 FE =1029
40184 DD 56 02 1D C2 4F 9D 1E =798
40192 0A 3A 5E 9D A7 CA 2F 9D =892
40200 3A 5D 9D 3D 32 5D 9D C2 =863
40208 4F 9D 3A 5C 9D 32 5D 9D =843
40216 3A 59 9D 3C 32 59 9D FE =914
40224 0F C2 4F 9D 3D 32 59 9D =802
40232 AF 32 5E 9D C3 4F 9D 3A =965
40240 5B 9D 3D 32 5B 9D C2 4F =880
40248 9D 3A 5A 9D 32 5B 9D 3A =818
40256 59 9D 3D 47 3A 5F 9D B8 =872
40264 CA 4F 9D 78 32 59 9D C1 =1047
40272 0B 78 B1 C2 BA 9C C9 60 =1141
40280 09 0E 00 1E 01 01 00 02 =57
40288 00 00 FF 60 09 02 01 04 =371
40296 41 52 60 3D 52 60 41 52 =655
40304 60 49 52 60 FF 00 96 01 =779
40312 96 01 57 62 83 FF 00 96 =872
40320 FA 00 0F 57 62 83 FF 60 =932
40328 09 04 01 04 53 5D 7C 46 =394
40336 5D 7C 3E 5D 7C 46 5D 7C =783
40344 5D 5D 7C 63 5D 7C 5D 53 =802
40352 7C 63 53 7C 6E 53 7C 7C =871
40360 53 7C 8C 53 7C 7C 53 7C =885
40368 6F 53 7C 53 53 7C FF 60 =959
40376 09 04 01 04 64 85 C8 59 =546
40384 85 C8 54 85 C8 42 84 C7 =1147
40392 54 85 C8 59 85 C8 64 85 =1072
40400 C8 70 86 C8 48 96 E1 54 =1180
40408 96 E1 5F 96 E1 64 96 E1 =1320
40416 71 96 E1 7F 97 E1 71 96 =1254
40424 E1 64 96 E1 4E 9D EB 5B =1258
40432 9D EB 4E 9D EB 42 9C EA =1318
40440 46 9C EB 5B 9C EB 4E 9D =1175
40448 EB 5B 9D EB 4E 9D EB 63 =1284
40456 9D EB 69 9D EB 84 9D EB =1413
40464 76 9D EB 76 9D EB 76 9D =1295
40472 EB 76 9D EB 5B 63 C7 5B =1219
40480 53 C6 57 41 C5 57 37 C3 =967
40488 5B 63 C7 5B 53 C6 57 41 =907
40496 C5 57 37 C3 53 63 C7 53 =998
40504 53 C6 53 41 C5 53 37 C3 =959
40512 53 63 C7 53 53 C6 53 41 =893
40520 C5 53 37 C3 63 63 DF 63 =1050
40528 5E DF 63 4A DF 63 3E DF =1097
40536 63 63 DF 63 5E DF 63 4A =1010
40544 DF 63 3E DF 5D 63 DF 5D =1115
40552 5E DF 5D 4A DF 5D 3E DF =1085
40560 5D 63 DF 5D 5E DF 5D 4A =992
40568 DF 5D 3E DF 6F 63 C7 6F =1121
40576 53 C6 6F 41 C5 6F 37 C3 =1015
40584 84 63 C7 84 53 C6 84 41 =1040
40592 C5 84 37 C3 7D 63 DF 7D =1151
40600 5E DF 7D 4A DF 7D 3E DF =1149
40608 94 63 DF 94 5E DF 94 4A =1157
40616 DF 94 3E DF 84 63 C7 84 =1218
40624 53 C6 84 41 C5 84 37 C3 =1057
40632 6F 63 C7 6F 53 C6 6F 41 =977
40640 C5 6F 37 C3 63 63 C7 63 =1054
40648 53 C6 63 41 C5 63 37 C3 =991
40656 63 63 C7 63 53 C6 63 41 =941
40664 C5 63 37 C3 63 63 C7 5E =1037
40672 53 C6 63 41 C5 5E 37 C3 =986
40680 63 63 C7 5E 53 C6 63 41 =936
40688 C5 5E 37 C3 5D 5D 02 75 =1054
40696 5B 02 5C 45 CF 5B 3A D0 =1020
40704 5D 5D 02 75 5B 02 5C 45 =972
40712 CF 5B 3A D0 5D 5D 02 75 =1074
40720 5B 02 5C 45 CF 5B 3A D0 =1020
40728 5C 5C 8B 75 5B 8B 5C 45 =828
40736 8B 5B 3A 8B 63 63 DE 63 =943
40744 5E DE 63 4A DD 62 3E DC =1090
40752 63 63 DE 63 5E DE 63 4A =1008
40760 6F 62 3E DC 63 63 94 63 =936
40768 5E FB 63 4A 94 62 3E FB =1071
40776 63 63 FB 63 5E FB 63 4A =1060
40784 FB 62 3E FB FF 60 09 01 =1017
40792 01 00 63 63 FB 63 5E FB =901
40800 63 4A FB 62 3E FB 63 63 =1027
40808 FB 63 5E FB 63 4A FB 62 =1208
40816 3E FB 6F 63 FB 6F 5E FB =1221
40824 6F 4A FB 6F 3E FB 6F 63 =1064
40832 FB 6F 5E FB 6F 4A FB 6F =1245
40840 3E FB FF C0 12 01 01 00 =790
40848 4A 59 DE 53 63 DC 59 6F =987
40856 DE 53 63 DC 63 7C F9 5B =1184
40864 6F F9 4A 5B F9 5B 6F F9 =1219
40872 FF 60 09 01 01 00 57 68 =566
40880 83 68 68 83 83 68 83 62 =934
40888 68 83 68 68 83 83 68 83 =940
40896 62 6F 94 6F 6F 94 94 6F =986
40904 94 5B 6F 94 6F 6F 94 94 =1013
40912 6F 94 57 68 83 68 68 83 =920
40920 83 68 83 62 68 83 68 68 =907
40928 83 83 68 83 62 6F 94 6F =965
40936 6F 94 94 6F 94 76 6F 94 =1043
40944 6F 6F 94 94 6F 94 FF 60 =1128
40952 09 01 1E 01 6F 94 DE 6F =633
40960 94 DE 6F 94 DE 6F 94 DE =1332
40968 7D A6 DE 6F 94 DE 7D A6 =1285
40976 DE 6F 94 DE 5D 8C DE 6F =1269
40984 8C DE 6F 8C DE 6F 8C DE =1308
40992 7D 8C DE 6F 8C DE 5D 8C =1193
41000 DE 6F 8C DE 53 7C DE 63 =1223
41008 7C DE 7C 7C DE 95 7C DE =1311
41016 7C 7C DE 63 7C DE 53 7C =1122
41024 DE 5D 7C DE 63 7C DE 7C =1230
41032 7C DE 6F 6F DE 6F 6F DE =1234
41040 6F 6F DE 6F 6F DE 6F 6F =1110
41048 DE 6F 6F DE 6F 6F DE 6F =1221
41056 6F DE 6F 6F DE FF C0 12 =1242
41064 01 00 00 E0 E1 E2 E0 E1 =1125
41072 E2 FF 60 09 01 00 28 5B =720
41080 7C 93 E0 E1 E2 E0 E1 E2 =1621
41088 5B 7C 93 E0 E1 E2 E0 E1 =1488
41096 E2 5B 7C 93 E0 E1 E2 FF =1520
41104 B0 25 01 00 1E 62 7C 45 =583
41112 FF 60 09 01 00 02 3D 7A =546
41120 BB 45 6E BB 49 7A BB 36 =980
41128 60 A3 3D 61 A3 41 60 A3 =930
41136 3D 7A BB 45 6E BB 49 7A =925
41144 BB 36 60 A3 3D 61 A3 41 =896
41152 60 A3 FF C0 12 01 00 28 =778
41160 E0 E1 E2 E0 E1 E2 FF 60 =1701
41168 09 01 00 28 5D 7C 93 E0 =638
41176 E1 E2 E0 E1 E2 5D 7C 93 =1490
41184 E0 E1 E2 E0 E1 E2 5B 7C =1567
41192 93 E0 E1 E2 FF B0 25 01 =1243
41200 00 1E 52 6D 82 FF 60 09 =711
41208 01 00 02 3D 7A BB 45 6E =549
41216 BB 49 7A BB 36 60 A3 3D =950
41224 61 A3 41 60 A3 45 BA CF =1011
41232 4E 7C CF 53 BB D0 3D 7A =1022
41240 BB 45 6E BB 49 7A BB 4E =1004
41248 9C EA 5B BC EA 5E 9D EB =1338
41256 45 BA CF 4E 7C CF 53 BB =1045
41264 D0 3D 7A BB 45 6E BB 49 =1011
41272 7A BB 36 60 A3 3D 61 A3 =953
41280 41 60 A3 3D 60 90 36 56 =765
41288 90 39 60 90 36 56 90 3D =773
41296 60 90 36 56 90 39 60 90 =821
41304 36 56 90 3D 60 90 36 56 =712
41312 90 39 60 90 36 56 90 3D =773
41320 60 90 36 56 90 39 60 90 =821
41328 36 56 90 FF 00 96 00 80 =817
41336 01 39 60 90 00 00 00 00 =298
STOP
```



STARTIP3



by Jon Ritman

If you liked *Head Over Heels* and *Batman*, then you'll know that Jon Ritman, along with his partner Bernie Drummond, knows a thing or two about programming brilliant games. One of the most important things in a good arcade adventure, or so it seems, is a random number generator. "This is the 32 bit random number generator routine I used in *Batman* and *Head Over Heels*. The routine is quite fast and returns a reasonable random number. This version returns with HL holding a 16 bit random number. However if you need all 32 bits, simply add the instruction LD DE, (SEED +2) just before the RET at the end. The 32 bit seed may be changed to any value of your choice." So here it is, for all of you assembly junkies, the listing, which can be located anywhere suitable in memory. For those of you that haven't got an assembler, there's also a hex dump of the code for you to load in via a suitable hex loader. For convenience we've assembled it to 30000 (7530 hex), and in case you're wondering, its length is 45 bytes.

```
SEED:       DB "Jon!"

RANDOM:     LD HL,(SEED+2)
            LD D,L
            ADD HL,HL
            ADD HL,HL
            LD C,H
            LD HL,(SEED)
            LD B,H
            RL B
            LD E,H
            RL E
            RL D
            ADD HL,BC
            LD (SEED),HL
            LD HL,(SEED+2)
            ADC HL,DE
            RES 7,H
            LD (SEED+2),HL
            JP M,RANDOM3
            LD HL,SEED
RANDOM2:    INC (HL)
            INC HL
            JR Z,RANDOM2
RANDOM3:    LD HL,(SEED)
            RET

30000:2A00005529294C2A=548
30008:0B0044CB105CCB13=820
30016:CB12092208002A0D=746
30024:00ED5ACBBC220000=973
30032:FA5A7521DB003423=796
30040:28FC2A0B00C90000=754
```

TASK FORCE

Ian Hoare tucks into a healthy meal of your routines and programming tips. Yum!

Lots of goodies this month, so let's plunge right in with a crafty Basic routine by **David Braziel** of Stafford, which gives you ginormous screen dumps on an Alphacom or ZX Printer.

```
10 DEF FN c$(x,y)=CHR$ (128+
(POINT (x+1,y))+(2*(POINT (x,y))
+(4*POINT (x+1,y-1))+(8*POINT (x
,y-1)))
15 LET col=0
20 LPRINT "'--___________________
_______________": REM 32 minuses!
25 FOR y=175 TO 1 STEP -2
30 FOR x=col TO col+62 STEP 2
40 LPRINT FN c$(x,y);
50 NEXT x
60 NEXT y
70 LET col=col+64: IF col<256
THEN GO TO 20
```

Attention 128 Spectrum owners! Here's an intriguing routine from **John Perkinton** of Dundee, which figures out whether your Spectrum is in 128 or 48 mode before loading. If you want to use the 128 commands in line 9000, then enter the program in 128 mode, all except for line 10. Then type 'SPECTRUM' and then type in line 10.

```
10 CLS: PRINT "U": REM this is
UDG "U" (ie CAPS 9 then U)
20 IF SCREEN$ (1,0)=" " THEN GO
TO 9000: REM space used in ""
30 REM 128k routines
9000 REM 48k routines
```

Alan J Chircop from sunny Malta has sent us this natty routine for putting big 3D letters on the screen.

```
10 INPUT "Paper ";p,"Ink ";i:
INPUT "String ";LINE w$
20 BORDER p:PAPER p: INK i
30 PRINT AT 0,0;INK p;w$
40 INPUT "Sound? (Y/N) ";s$
50 FOR x=0 TO 127
60 FOR y=0 TO 7
70 IF NOT POINT (x,y+168) THEN
GO TO 100
80 FOR n= 0 TO 3: PLOT (2*x)+
(3+n),(8*y+80)+n
90 IF s$ ="Y" OR s$="y" THEN
BEEP .001,30
100 NEXT y
110 NEXT x
```

To set up your TV to the best possible tuning, simply type in this program from **Tim Richardson** of Bishops Stortford. It will display all possible combinations of pen and ink colours on the screen.

```
5 CLS
10 LET a= BIN 10101010: LET b=
BIN 01010101
20 FOR c= 0 TO 8 STEP 2: POKE
USR "a"+c,a: POKE USR "a"+c+1,b
30 NEXT c
40 for i=0 TO 7: FOR p=0 TO 7
50 BRIGHT 0: PAPER p: INK i:
PRINT AT i*2+1,p*2;"AA";AT i*2,
p*2;"AA"; BRIGHT 1;AT i*2+1,p*2
+16;"AA";AT i*2,p*2+16;"AA"
60 NEXT p: NEXT i
100 PRINT ': FOR p=0 TO 7: PRINT
PAPER p; INK 9;" PAPER    ";:
NEXT p
110 FOR i=0 TO 7: PRINT INK i;
PAPER 9;"INK  ";: NEXT i
115 PRINT : FOR p=0 TO 7: PRINT
BRIGHT 1; PAPER p; INK 9;"PAPER
";: NEXT p
120 FOR i=0 TO 7: PRINT BRIGHT
1; INK i; PAPER 9;"INK ";:NEXT i
130 FOR b=0 TO 7: BORDER b:
PAUSE 50: NEXT b: GOTO 130
140 REM in line 50, "A" should
be the UDG "a", CAPS 9 A
```

You remember that routine that **David Bowden** sent us (pinched off **Richard Alexander**), imitating the screen loading routine from *Fairlight*? Well, **Gareth Cook** of Windsor Castle is working on something very similar. He had trouble with loops in machine code, so he found a solution in basic.

```
0 REM By G. Cook April 1987
Windsor Castle
10 CLEAR 49999: LET att=56144
20 LET at=22528
30 LOAD "" CODE 50000,6912: REM
load screen to address 50000 up
40 FOR t=16384 TO 20480 STEP
2048
50 FOR r=t TO t+224 STEP 32
60 FOR d=0 TO 31: POKE at, PEEK
att
70 LET att=att+1: LET at=at+1
80 NEXT p
90 FOR q=r TO r+2016 STEP 256
100 FOR s=q TO q+31
110 LET pok=50000+(s-16384)
120 POKE s,PEEK pok
130 NEXT s
140 NEXT q
150 NEXT r
160 NEXT t
170 PAUSE 0
```

Incidentally, Gareth asked me where he could get a copy of the old *Picturesque Assembler* and *Monitor*. Well, I called up the author and he tells me that the pair of them are available through Gremlin Graphics as a bundled package called *The Code Machine*, priced at £12.95. You can contact them at Alpha House, 10 Carver Street, Sheffield S1 4ES.

Back in the dim and distant past, I threw down the gauntlet (the glove not the game, silly) for people to try and write the shortest HEX/DEC converter. Well, **Mel Goodman** of Leeds has come up with the very shortest ever! No more please, I'm up to my user port in them!

```
1 LET x=VAL "16": DEF FN A(n,m)
=INT (n-m*INT (n/m))/m*x: DEF FN
d$(n)="0123456789ABCDEF"(n+SGN
PI): DEF FN h$(n)=FN c$(FN a(n,x
^SQR x))+FN c$(FN a(n,x^INT PI))
+FN c$(FN a(n,x*x))+FN c$(FN a(n
,x))
2 DEF FN h(x$)=CODE x$OINT
PI*x-(VAL "7" AND
x$>"9"))*x*(LEN x$-SGN PI)+VAL
(("0" AND LEN x$= SGN PI)+("FN
h(x$(2 TO))" AND LEN x$>SGN PI))
```

Right, that's all this month 'cos as usual I'm out of space. As the more observant of you will have noticed, I'm embedded in this new programming section now, but don't let that stop you sending in all your best routines to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

WANTED

To start you off, this month we'd like a routine for fancy loading. Whether it's a fast loader, or a picture loader, or just a trick colour change for the flashing border — doesn't matter. Send your program on tape with a listing and explanation of how it works and how you use it to: Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

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SCREEN SHOTS

PART TWO

THING BOUNCES BACK

YOUR SINCLAIR MEGAGAME

Gremlin/£7.99

Rachael Now I've always been the sort of girl for a thing — especially one that bounces back. So, with a spring in my step, I thrust the thing into my Spectrum.

Memories of *Thing* are a trifle vague but I seem to remember that the original was a platform game. Is that what I really needed to put some bounce back into my day?

The answer is, amazingly... yes! This is a return to those good ol' gaming values of a comic character let loose in a hostile universe...and it only uses five keys, which won't overtax anybody's grey matter. Mapping the areas should keep you occupied for days though.

Don't panic about the plot, which concerns collecting bits of computer program to clear the evil goblin's factory. All you need to know is that this is scrolling-screen jumping and leaping of the most athletic kind. It's so good that you'll forget you swore you'd never load another platform game until your *Jet Set Willy* withered.

There's a big difference between the *Manic Miner* and the spring-driven one though. While Willy was only tiny, Thing is much more satisfying — a really big, meaty sprite to get your teeth into. This means that he's got some character as he jumps up and down, waiting for you to grasp the joystick and steer him into a nice, cozy tunnel.

The tunnels are all-important in *Thing*, as they link the various levels, each of which is 12 screens in size. Your hero bounces and bounds through this maze and only quick reactions will change his direction when he reaches a turning. Eventually, though, he'll catapult out into the wild, black yonder and that's where the danger really begins!

What is it that makes *Thing* so fulfilling? Perhaps it's that the instructions tell you almost zilch about what the various platforms and devices do. For example, there's the Blower. Now would you like to risk having your Thing blown? I avoided these columns of bubbles for ages until I discovered that they act as lifts and don't sap your strength, as I'd feared.

There are bits of floor that crumble under Things's spring, while others may give him a bonus boost or sap his strength with a well-placed weight — you'll never know until Thing head butts them. It's important to keep him well-oiled, though, because rust never sleeps; try to locate cans of the slippy stuff for a long life.

There are slides for when Things are looking down; conveyor belts for when he gets carried away; deadly pipes that can suck him in and shoot him all over the level; and doors to cut off his route of escape. Is it any wonder that, as well as the official exit from the screen, back into the tube system, there's also a Quit key for the easy way out!

Thing performs with all the boinginess that you could hope for. Right and left cause him to slink sideways, while pressing down contracts his coils so that on release he shoots higher than ever. Fire combined with a direction key causes a leap to the left or right. This all adds to the cheeky little chap's character.

I've fallen in love with Thing — must be because Spring is in the air.

YS CLAPOMETER

Puts new life in an old genre by being jam-packed with devious features. Whatever the thing is — this has got it!

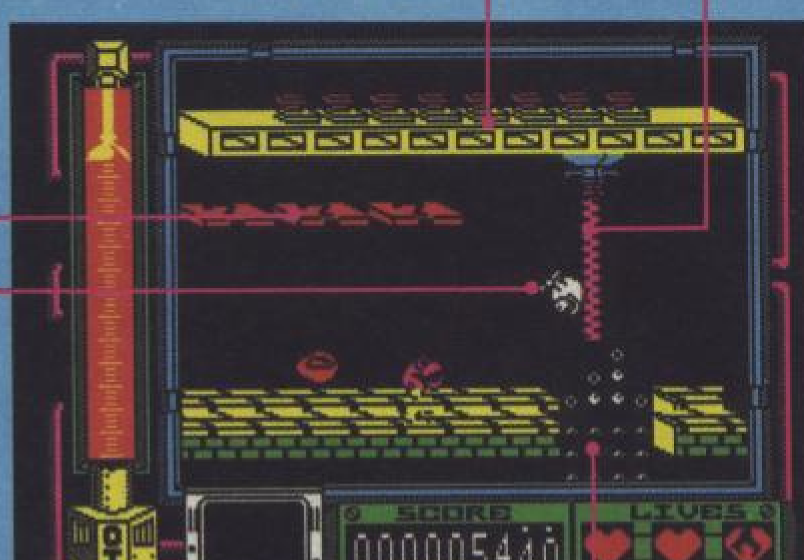
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

Poor Thing must be broken hearted over losing his life. But search around the mystery paving stones because some contain extra hearts all ready for a swift transplant.

Conveyor belts carry Thing sideways, and these bounce pads are just as deadly in the vertical axis. Fine if he wants to go North, but be careful about banging his head!

Watch out for the laser beams. As with all platform games you can dodge these if you time your runs and jumps carefully.



What in Thing's name is our hero doing in this undignified position? He's in the midst of jet propelled flight between sections of tube — unless he's head over heels in love with me!

I'm forever blowing bubbles. Walk into one of these columns and it'll send Thing higher. Just jump off when you want him to take to the platforms again.



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

MAG MAX

Imagine/£7.95

Rachael Ping, zzzarrp!!!! Piddle-tiddle-tiddle-tiddle-tiddle-tiddle-tum-tum.

And bong, bong, bong too. Here it is. Blast it all up, in the true Nitchibutsu (*Bless you! Ed*) arcade style. Scrolling action across a horizontal 3D, *Zaxxon*-style landscape or down through a person-hole cover (no sexism in a Rachael review) to try some side-on action in the caves.

Pop! Pop! Kaboom!!! This is one for the quick fingered as you duck, dive 'n' dodge, shooting all the way like Dirty Harry on the trail of the punk who'll make his day.

You glide left to right — or rather the landscape glides right to left under you — and swerve in and out of the screen, avoiding surface structures as you go. But keep moving because the aliens all home in immediately, whether they're rooted to the spot or weaving around, and the only way to avoid their shots is to zig-zag.

Too much tension up top? (*Try a larger T-shirt! Ed*) Then position yourself over an entrance to the underworld and prepare to take on the formation nasties. They're joined together like some alien tapeworm and you've got to take out each section before they're dead.

Wipe out enough aliens and you get the chance to pick up a free gift — apparently this is an obligatory feature in shoot 'em ups, '87-style. These appear in order and include things like the blasters which double your fire power, a pair of fast-walking legs and a lance, which you'll need for some of the heavyweight nasties.

But Rachael has a little quibble. To get enough features onto each screen, which gives you time to steer around them, the graphics are a little squidgy and the smaller missiles are difficult to see against the monochrome background.

But what the heck! It all moves so fast that you'll be diving back in every time you die. This is a high score freak's dream. Even if it isn't the most involved scenario ever, it's dangerously addictive entertainment. I'm just grateful I'm not pouring ten pees into the arcade machine.

And now, if you'll excuse me... Whap! Whapp!

YS CLAPOMETER

Simple shoot 'em up but packed with the secret hookability that makes you keep on coming back for more!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

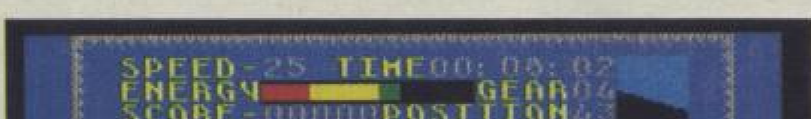


Keep moving but try not to get trapped at the top or bottom of the screen. And keep firing as you weave around, so that you get the aliens immediately they appear. Watch out for the weaponry — it's waiting for you to collect it — and the circular holes that take you out of the frying pan...



...and into the fire. Underground you tend to die faster but score more as you take on the circling aliens. Again, allow yourself plenty of room to manouevre and keep blasting. Exits to the upper world appear on the ground, but beware of bumping into nasties as you skim along, trying to reach one.

MILK RACE



Mastertronic/£2.99

Rick A sort of poor man's *Tour De France*, (dig around in your memory circuits, everyone), *Milk Race* is a thrills and spills arcade simulation of the round Britain cycling race of the same name. You are one of eighty-four riders scrapping it out over a thousand thigh bulging miles for the honour of the yellow jersey and victory.

It takes a lot of bottle to complete the thirteen stages, but luckily enough there are plenty o' pintas to pick up along the way. These'll boost your energy supplies. But beware — swerving about these bendy roads is a dangerous occupation. Just touching one of your speeding compatriots will send you Adidas over titfer, while perilous potholes will slow you appreciably. You can control speed as well as direction but, more importantly, gauge your energy level to the road's gradient to accurately choose which gear you should be in.

The screens scroll smoothly enough, while the on-screen info of speed, energy, time elapse, score, gradient, gear and position mean you never need take your eyes from the road.

So if true love to you is a double butted 531 Reynolds framed Evans with well greased campags, you are a) cu-raaaayy-zeee or b) you need a trick cyclist. *Milk Race* will keep you mega-chipper while you're locked away in the padded cell.

YS CLAPOMETER

Fast moving cheapie that's taken the chart by storm. Not likely to provide long-term enjoyment, though.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

TRIO

A musical note. In a trio you have the high, middle and low instruments to provide variety to the music. The same goes for this collection of three games, but we wouldn't advise you to play them all at the same time. Instead take them one by one and you'll discover . . . yes, highs, lows and the middle ground. The problem is deciding which program is which. We couldn't!

Suddenly somebody had the bright idea. "Let's throw them to the dynamic duo." So we locked Gwyn and Rachael in the reviewing room to see what would happen . . . then, when we had enough photographs to blackmail them, we sat them down in front of a Spectrum! After all, two heads are better than one, even when one belongs to a gormless tottie and the other to a crazed strategist. "Here's the *Trio*," we snarled, "Now let's hear ya sing!"

3DC

Rachael Round three and it's under the sea! But there's something decidedly wet about this Ultimate-style game . . . particularly when it's seen in the light of *Hydrofool*. It certainly sinks compared with Sweevo's submarine adventures.

All the usual features are here, such as the cryptic objects which you collect as you wander around the maze of soggy screens, the six pockets in your diving suit, and the time limit which is linked to the amount of oxygen you use.

But there isn't enough to dodge in this arcade adventure to get the blood pounding through your veins . . . instead it merely trickles. I'm sure you're not supposed to doze off when you're five fathoms down but I reckon I'd rather drown. This is definitely Davy Jones-ville!

For a start there are some clever landscapes to keep you guessing. Then there's Eric the

AIRWOLF II

Rachael Well curdle me cucumber, mes petits mange touts, if it ain't ol' Stringbean Hawk and his chopper. He can dice my carrot any time he likes.

Trio takes off with a sequel to the game that won the award for the most difficult shoot 'em up ever when it first appeared. Gameplay was so well judged on this that most people never survived the first screen.

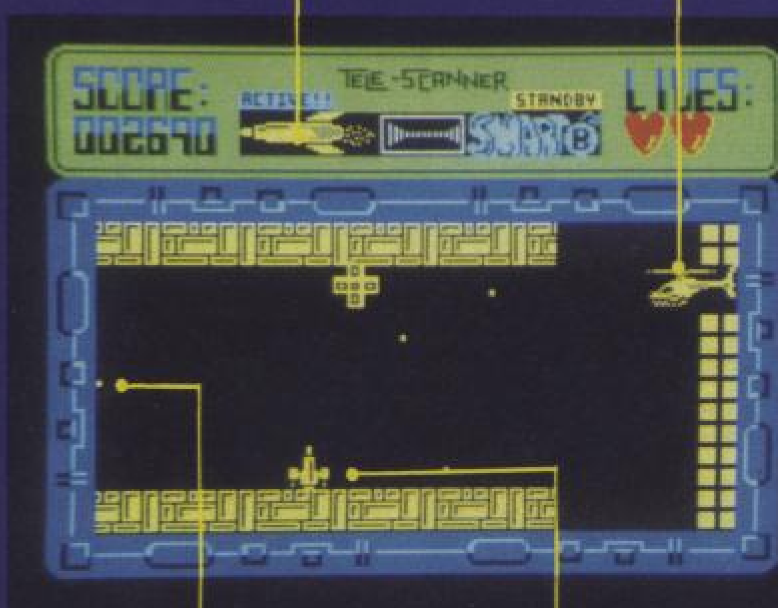
You can understand why *Airwolf II* has appeared on a compilation though. The TV series is hardly the hot tie-in it once was — in fact it's more cold salad than boiled brussels. The game is much more a standard horizontal blaster too — none of that devilish cavern plot.

But the game's all the better for that. Because though you'll have seen scores of scrollers like this in the past there's always something addictive about a good one — and this is certainly well balanced.

The sprite size is perfect for the play area, so that there's lots of room to manouevre but there's still some detail. Also the aliens follow set patterns, which lets you learn how to dodge them as you progress. But the best thing is the weaponry feature.

Your missiles are up front at the moment but there's a smart bomb in reserve should the screen suddenly get overcrowded. But hold on because you can upgrade after a little more flying.

Nice navigating as you manage the first big hurdle. You can slip through the wall with just two rows of bricks blown out and there's none of the nasty momentum problems that made the original so hard.



The next part of this level leads you into cannon fire and then an extremely narrow tunnel which contains an alien ship, so shoot as you go.

Watch for the space rockets that take off in these caverns. Fly along the ground blasting as you go to clear them and raise your score.

You start the game with a missile launcher, but it doesn't take long before you encounter a throbbing spot! No, it's not a zit about to burst — it's a weapon waiting for you to pick it up. You can increase your arsenal with smart bombs, extra speed, double fire power, a plasma gun, a shield and who knows what other goodies? I certainly don't because once you select your reserve feature you go back to the start again.

That means that it may not be wise to use the smart bomb every time you get one . . . it may be better to dodge then promote it to double fire. Dodging plays a big part in this game — another reason to learn the attack patterns. You also have to blow holes in walls — a throwback to the original, though it's nowhere near so impossible this time — and negotiate pixel thin tunnels.

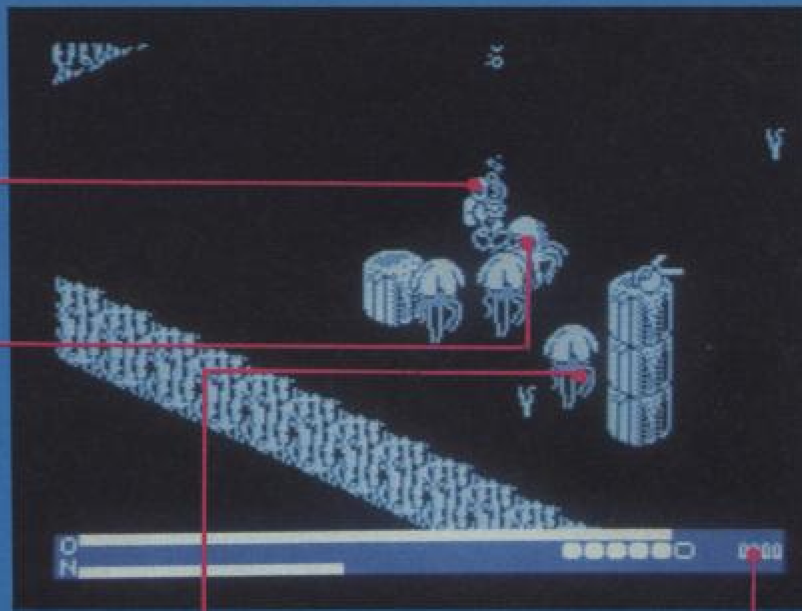
The monochrome graphics are satisfactory and though the sound is rather sparse the effects are okay. I reckon Stringbean and his whirlybird could make me a vegetarian. I liked it alot-ment.

Gwyn How can I follow a mush of mash like that? Perhaps I should join the Greens, or maybe live in Scandinavia and become a Swede. Sorry, I can't keep up with the punning but for once I agree with Rachael. An enjoyable shooter which wouldn't cut it at full price, but it certainly gets *Trio* off the ground.

Eel, who can be collected then used to reach into areas that your portly frogman can't get into. And let's not forget the octopus, which appears whenever you dawdle and robs you of your oxygen tanks, which will leave you gasping.

I liked the way that jumping also shortens your life, to make you think about what you're doing, but it's a pity that your diver can't swim — that could have livened things up no end. I'm sure that it won't take forever to solve this but I've seen far worse games. Not bad considering you can have two copies for an ill octopus . . . or should that be a sick squid?

Gwyn Hey, hang on a minute frog-face . . . err, sorry, frogwoman! I reckon Rachael doesn't like *3DC* because there's nothing that she can shoot in it. Sure, I have to agree that the ocean bed is a bit bare, but it's no place to nod off.



Controlling your diver is simple, unlike some 3D games. You turn him through ninety degrees then make him walk. There's also a status screen which shows you what you've got in each pocket.

Ugh it's the octopus. You can't kill this eight-legged menace but there is an object which will put him off — though it could also make him spray you with ink.

I've heard of Bridge Over Troubled Water, but never bridge of jellyfish under troubled water. Still, bouncing across these bobbing sea creatures will get you to the pincers on the rock pile.

Instead of lives you have oxygen tanks, so keep an eye on your air supply, shown by the top bar. Nitrogen is shown below and it's night-nitrogen to you if you jump around too much.

GREAT GURIANOS

Gwyn Brill idea to call this game *Great Gwyn-Hughes* . . . Wha'? Where's me reading glasses. Whoops! Sorry. It's *Gurianos*. Hang on . . . isn't that the posh word for bird doodies? (*No, it's not! Ornithological Ed*).

No, it seems that the Great Gurianos is a warrior embarking on a deadly quest armed only with a shield and razor sharp sword. His mission? To make it out of the arcades onto the Spectrum. And he jolly well nearly did it . . . but the fact that he surfaced on this compilation must suggest that he's not an all-time high scorer in the conversion hall of fame.

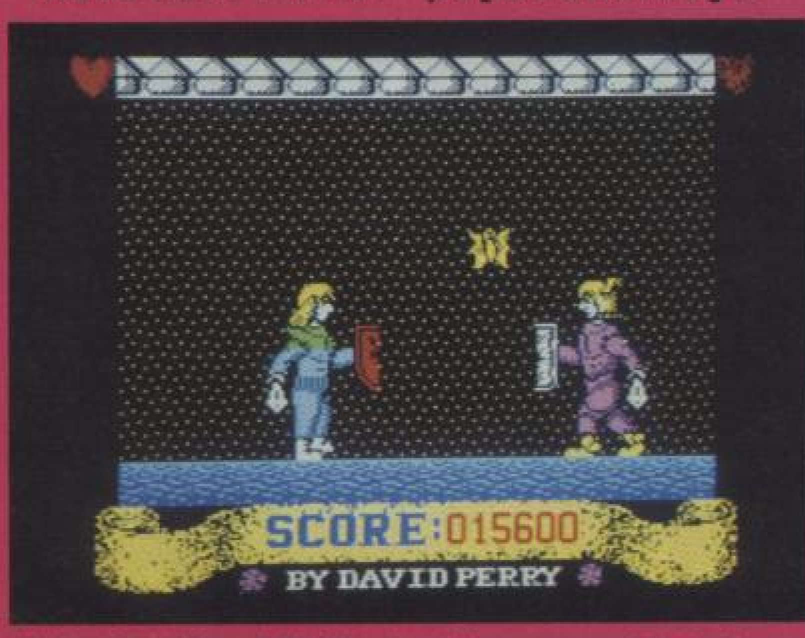
Great Gury . . . sorry, do you mind if I call him G.G.? (*Nay. Ed*).(*Sorry, do you feel a little hoarse? Rachael*) G.G. walks left to right while a weird selection of stars, sparks and other assorted mystical missiles fly at him from the right. They come thick and fast so it's time for the frantic joystick shuffle, moving the sword and shield up and down.

The secret is to hit flying shields to strengthen your shield, smash four swords to get a super sword and slash the flying ball for extra armour. Try to round up as many of these as possible before you reach the first warrior.

Suddenly the action turns into a cut and thrust combat game and if you thought the approach was quick you wait till you get into close combat. You really have to move like there's twenty-five thousand volts flowing through you if you're to kill all your opponents. It's here that the super sword comes in — it makes you invincible.

And that's about it! You walk and then you scrap and then you stroll some more. Not the most inspiring of plots, and though it all moves unbelievably fast and the characters are big and colourful it's not overly playable.

Rachael *Disappointing Gurianos* might have been a better title. It's just lacklustre, so unless you were into the coin-op original you may find you give this one the big E.



It's heartbreaking stuff at the top of the screen — to indicate your slipping strength. But with that glowing red super-shield you should get in there and hack away. The graphics are nice and presentation is good, but somehow the game just doesn't cut it.

Trio **is the eternal triangle . . . it's got something for the shoot 'em up sure-shot, the hand-to-hand melée merchant and the arcade adventurer with webbed feet. But do these three parts add up to a satisfactory three course meal?**

Both Gwyn and Rachael felt that ***Airwolf*** **was a lot of fun and were disappointed by** ***Great Gurianos*****, but opinions differed on** ***3DC*****. It was a classic case of best of three falls. In the end Rachael decided to be generous, mumbling something about how the pack should please anyone who's just bought a Spectrum. So the final scores are . . .**

YS CLAPOMETER

Sampler of games that wouldn't stand alone but are quite fun together. But you might do better with three budget games.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

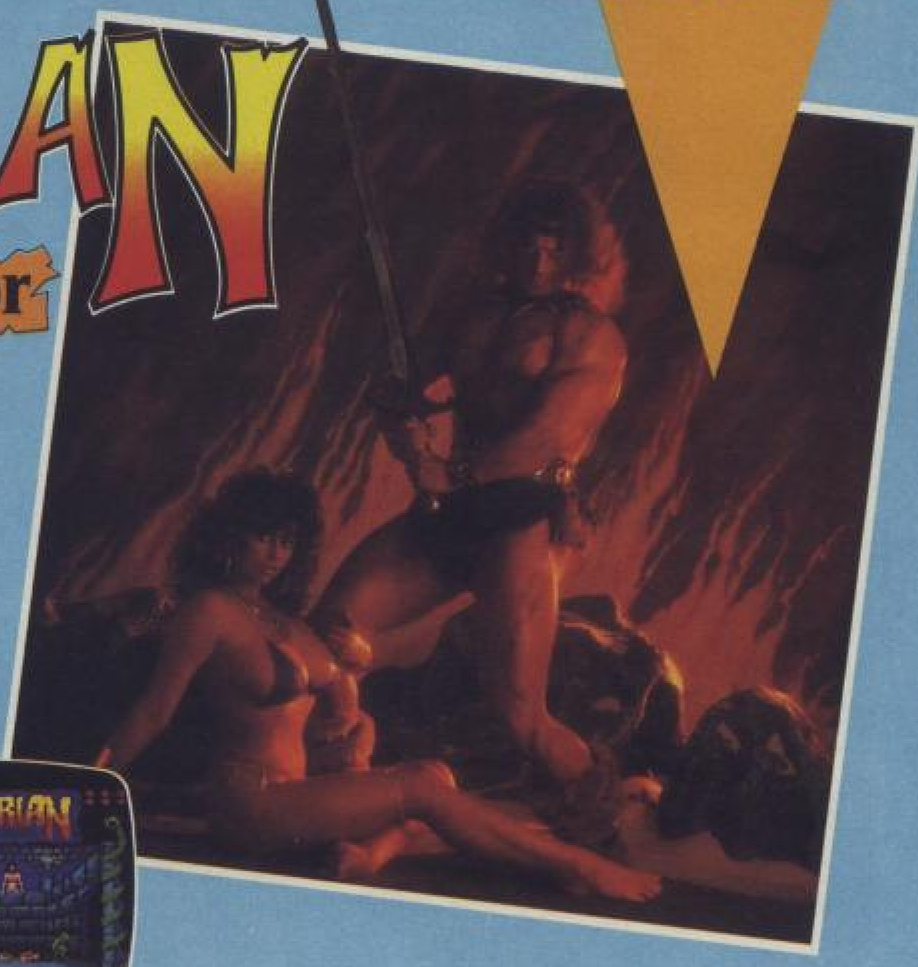
TOTAL 8

TRIO

Twice the Adventure.

BARBARIAN

The Ultimate Warrior



At last, the most realistic and exciting sword-fighting game for the home computer. One or two players – fight against the computer or a friend.

"Remarkably impressive ... a real slice 'n' dice fight" – Crash

"A real winner" – Commodore User

"Animation is most realistic we've yet seen" – C&VG

"Buy it" – Sinclair User

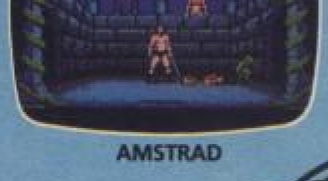
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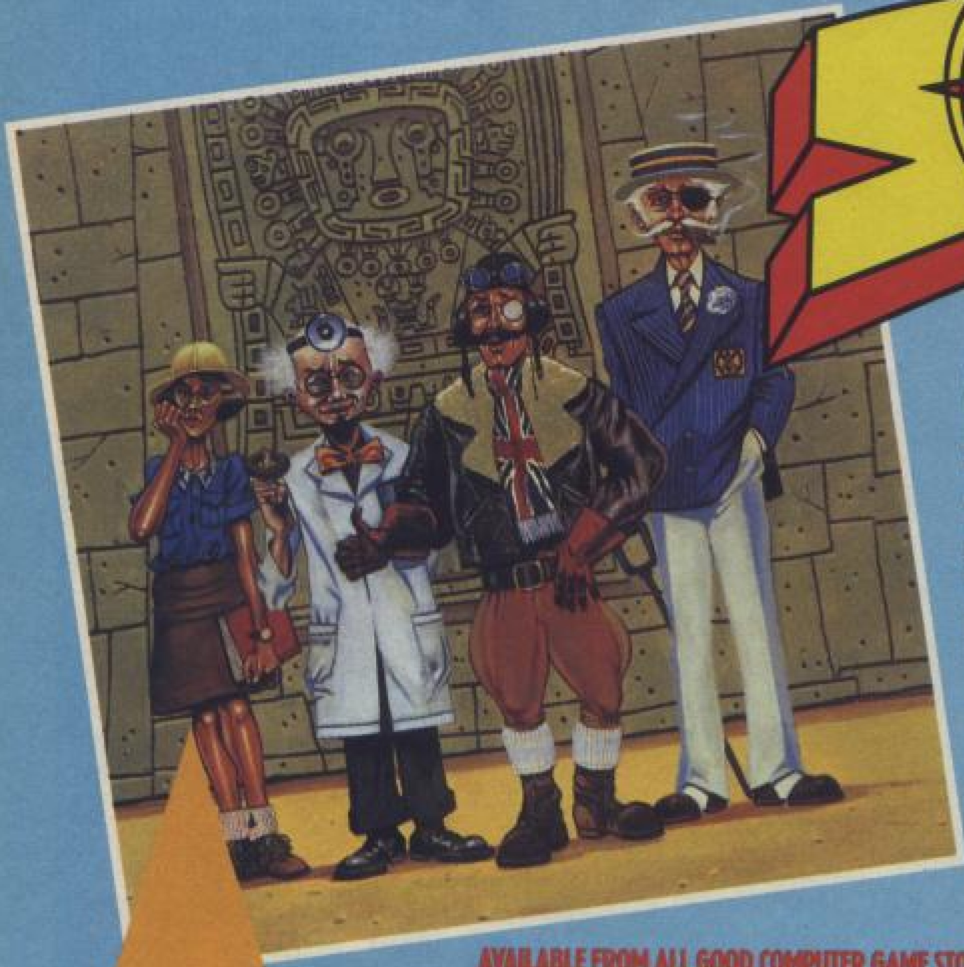
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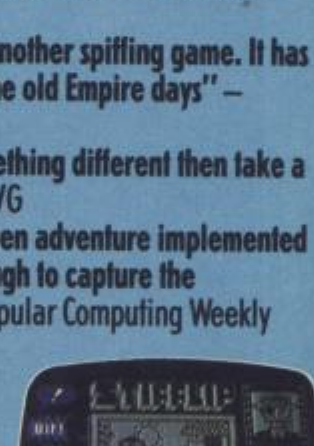
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PALACE SOFTWARE

Down To Earth

Firebird Silver/£1.99

Gwyn In the world of the budget game there are a few classics which make you wonder that they ever appeared at anything less than £9.95… and there's about the same proportion of real clinkers, which seem overpriced at £1.99.

But for the main part, budget games are solid, if often uninspired, copies of formulas, taking a hit which is beginning to grow a bit grey and whiskery and whacking it out at a pocket-money price. Which brings us to *Down To Earth*, a bargain basement *Boulderdash* if ever there was one!

Bargain basement is incredibly apt as you bulldoze your way around beneath the surface of 30 star systems, clearing them of alien life-forms in preparation for the inter-stellar by-pass. There's an arcade test of quick reactions, but the main ingredient of this game type is planning.

The main problem you face in your excavations is that, in addition to the roaming weeblies referred to above, there are boulders and bombs packed into the clay, and shifting the earth that supports an obstacle may well let it slip down onto your droid, leaving you flatter than a pancake.

The plot, therefore, is to find the path that lets you crush or blow up the aliens without doing unto yourself as you'd wish to do unto them. All of this has to be achieved in a limited time-span, and with strictly controlled fuel supplies, so there's no room for ditherers.

The first level's fairly easy, at least at the start, but as you create more complex craters you could find that your path is blocked by the heavy rock of the rolling stones which drop from above. Learning how to use the various obstacles, as well as finding out the layout of the levels, is all part of the fun before you can develop a proper strategy.

Unluckily the bargain basement element creeps in here, and instead of a super smooth scroll between screens you get a rather jerky effect that stops all of the action. This reduces playability a bit, especially where a quick manoeuvre is required to avoid falling boulders. (*Did someone mention me? Rachael*) The sound's also a bit lacking.

But remember the price. If you're into arcade puzzles this is a nicely planned diversion that's sure to provide more than two quids worth of enjoyment. It certainly bulldozed its way into my affections.

YS CLAPOMETER

Boulderdash inspired but this tale of tactics amongst the underground tunnels is over the top value at an under the bottom price.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 8

Bombs explode when they fall or when boulders drop onto them, so don't get caught in the blast, which measures three squares by three. However, if you can lure the nasties towards them, they'll blow themselves to bits.

This crop of boulders fell all the way from above, which called for some fancy steering to avoid them. While they'll stay in place piled on the mud, the one on the wall would slip sideways if it wasn't supported by earth.

The purple blocks can be blown up with a well placed bomb, and you can collect crates of these, plus extra fuel, as you tunnel. At the end of the level you'll have to blow a hole in the wall to reach the final alien.



At last, a not so nasty nasty. These sink plungers won't actually do you any harm and as they're the mortal enemies of the others and explode on contact, it could be better to let them do your dirtywork.

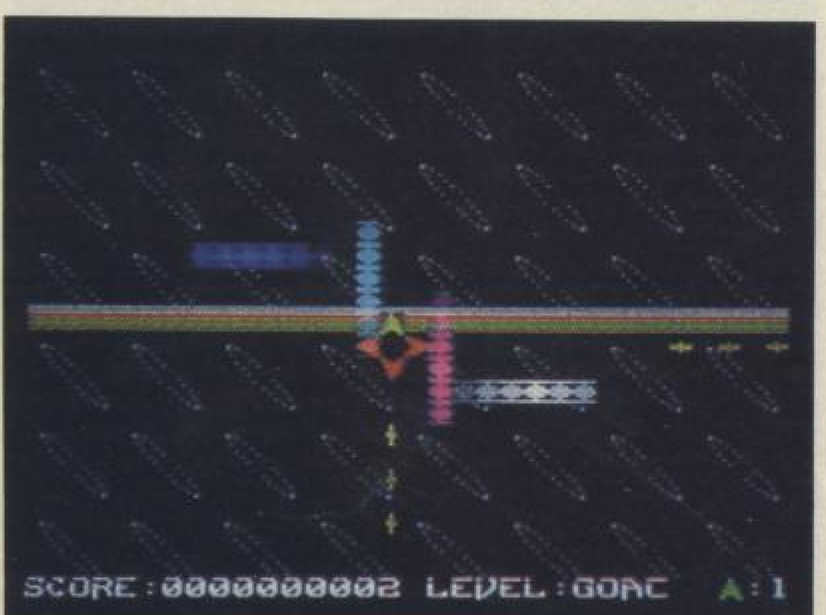
These aliens roam round in random patterns, though when they're trapped in a trench like this one you can be sure they'll just shuttle back and forth. Question is, how to crush him without freeing him first.

You're provided with a limited number of Astro-dozers but may find more as you plough the passage. Learning which way rocks fall and how to dodge them is the key to success.

VOIDRUNNER

MAD/£2.99

Rick Double hoopy hot stuff! All you (slightly) wrinklies out there will probably remember *Voidrunner* as an all time Commodore classic from Jeff Minter's vivid imagination. Many eons later, here's MAD's Speccy conversion — and it's one of cosmic wonderousness!



The first thing to say is that *Voidrunner* is no relation, poor or otherwise, to *Bladerunner*. It's made up of pure violence, going back to the good old days when Speccy programs were lovely and violent and Speccy players were glad of it. *Voidrunner* deals in ultra-death and hyper-violence — nothing more and nothing less!

All you do is command your crack corps of ships (you start with four, flying in Red Arrows formation) against the remorseless onslaught of wave after wave of aliens. There is no firepower, time or energy limit, and the whole screen is free for gameplay. You start with five lives, but for every wave you vanquish, you gain another life, up to a total of nine.

There's nothing very sophisticated about the enemy either. They have eight basic forms, few can actually attack you, and those that can are easily avoided. Most are just cattle to the slaughter!

So, okay, where's all the fun in this? Well, *Voidrunner* has none of this messing about with poncy graphics and whizzy sound. What it does have is more aliens moving faster in more directions in true pyrotechnicolour than any other game of the type. And what's more, on each level you get onto, you get more ships which can fire independently at all angles until the whole screen's just one boiling mass of total death and destruction. It's one magic game.

YS CLAPOMETER

A simple but sensational shoot 'em up of awesome speed and multiple levels. Not for the faint-hearted or weak-wristed.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■□□

TOTAL 8

THE ASTONISHING ADVENTURES OF MR WEEMS AND THE SHE VAMPIRES

Piranha/£7.95

Tony Having had enough of vampire jokes (my brother was always prone to Christopher Lee ones) it was with great reluctance that I accepted this. Was it courage? Was it trepidation? No, it was the Ed saying "Oh grow up you twonk, it's only a game!" Taking no chances, however, I loaded the program armed with a steak, garlic and some seasoning on the side. (*Steak? Are you sure about this? Ed.*) But I ate these before starting the game. Suddenly, out of the corner of my eye I swear I saw something at the window, and as the window started to open I felt something creeping up my...

Whoops! Sorry about that, I got a bit carried away. *Mr Weems And The She-Vampires* is a *Gauntlet*-style game by the RamJam Corporation, the company responsible for such games as *Valkyrie 17*, *Panzadrome* and *Explorers*. It's mainly single coloured, with flip screen instead of scrolling, which would surely have ruined the colours had there been any.

You control the bespectacled Mr Weems as he travels through six levels picking up various things and wiping out everyone in his way. He's supplied with a garlic gun, so he can dish out exorcisms St Rambo-style, and a garlic pill which makes him immune from attack for a while. He can also turn vampy himself, and his strength is restored by various blood bottles littered around the complex. Garlic bombs kill everything within a certain radius, but not the big She-V herself, oh no. For that you need a mallet and a stake (*Rare or well done? Ed*), a cross, a mirror and a very large piece of garlic. These are dumped around the six levels, and are usually well guarded. Once the She-Vampire's been scratched out, you have to skedaddle fast, before her minions catch on that something is wrong and go out (literally) for your blood.

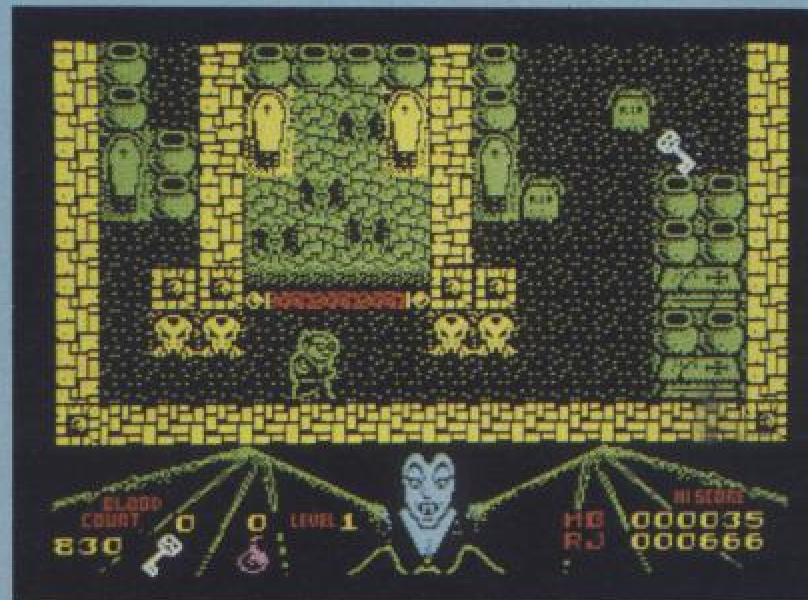
Weems is good fun, even if its colour scheme occasionally strains the peepers. It's very much in a well-worn formula, and so slightly overpriced, but if you have a taste for blood, it might be a game to get your teeth into!

YS CLAPOMETER

A nifty chasearound in the Gauntlet mould. Fast, furious and heavy on the garlic!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7



OLYMPIC SPECTACULAR

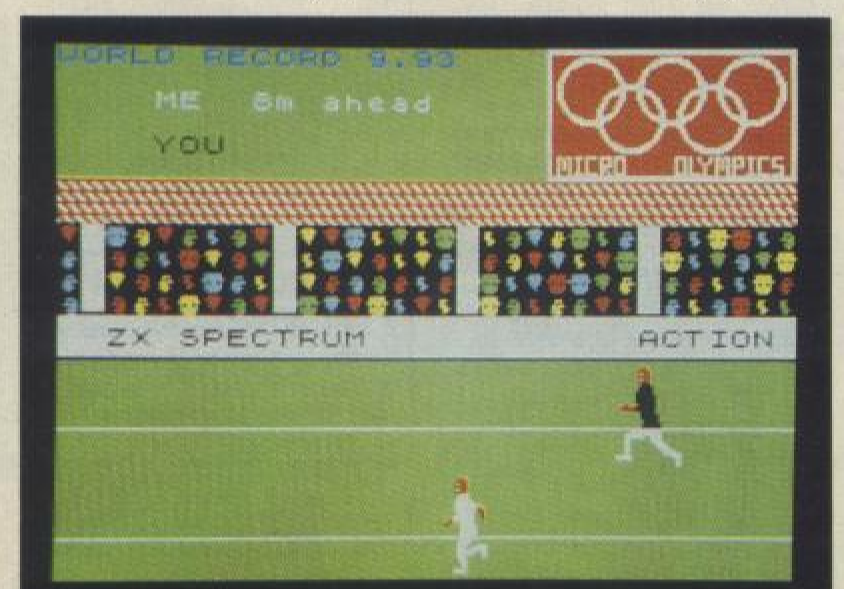
Alternative/£1.99

Tony Oh dear. Oh dear oh dear oh dear. I thought *Tomb Of Syrinx* was bad, but this beats it hands down. *Olympic Spectacular* is a *Decathlon*-type collection of eleven track and field events that turns out, gasp horror, to be a reissue of Database's *Micro Olympics*, a whiskery old sportsim which wowed your gran back in the 1890s. Granted, there are eleven events, but all are substandard. The game is keys only, so there's no joystick waggling to liven things up. Oh, and the 'instructions' are supposed to be on the screen. NO THEY'RE NOT.

On all the throwing bits, you're given the numbers 1 to 4, and nowt else. After fruitlessly fiddling about with the keyboard, I eventually worked out that by pressing these buttons, the figure (if you can call him that) moved a bit and then threw his implement about eight feet. (All the throwing events were exactly the same.)

Next, the races. Here the computer doesn't follow your runner, but its own. I found over and over again that my little man quickly disappeared off the screen, never to be seen again. (Good job it wasn't the hurdles — we're joyfully spared this.)

Yes, it's just awful. Highlights for me included choosing the keys and switching it off. I can see why they changed the name — in an Olympic race, it's a non-runner.



YS CLAPOMETER

Dreadful sportsim — the worst game since EastEnders.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 3

FALCON – THE RENEGADE LORD



Virgin/£9.95

Tony You know those Fighting Fantasy books that are all the rage at the moment? Well, *Falcon — The Renegade Lord* is based on one of these. This leads me to just one question — how can you fit all the stuff in the books into a wee little 48K Speccy? Well, Virgin has certainly had a bash!

The game consists of around eight time zones, totalling around 70 screens. You are Falcon, an agent for TIME (Temporal Investigative and Monitoring Executive), a man who, just like all other heroes, is totally perfect in every way. Your job, most of the time, is to patrol the time lanes to ensure that no nasty little baddies pop out of nowhere and muck about with events in history (just think if they'd appeared in 1066 and shot Harold with a submachine gun!)

In this whizzo game you're pitted against another member of TIME, but this time he's a renegade time-lord, and can't be killed. Don't let this give you delusions about your own immortality though — you can still kick the bucket. This nasty little renegade has an annoying habit of borrowing things out of one zone and leaving them in another. Your mission, should you decide to accept it (and I hasten to add that if you don't, you're dog meat) is to blast off into unknown time zones, remember where you've parked your craft ('cos it blends in with the landscape), and blow away anything that moves (yippee!)

There are two sections — inside and outside your ship. Outside is basically one big shoot 'em up, where you're helped by little T's and little P's that float around the place. The P's make you invincible for a while, and the T's freeze any nasties in the immediate area. You're also equipped with a jetpack, but I found that on several levels it decided to go on strike, leaving me stuck on terra firma, being chased by a Dalek with a duck's head (and no, I haven't gone quackers!)

The inside of the ship is a different kettle of fish altogether. You're faced with the control panel, and (with the help of a squiffy little alien spider called Able) you're able to get across to the main computer CAIN (as in Cain and Able — geddit?)

CAIN is a really useful gadget to have around the house, as it can warp you to another time zone, heal all your wounds and tell you about the ship, the time zones and the baddies. There are three missions in all, and all must be completed to finish the game. The only problem, to my mind anyway, is that you're not given enough time — four minutes for a mission just ain't long enough!

On my first impression, I found *Falcon* rather over-priced. Check it out before you buy would be my advice. The sound's non-existant, the graphics are average, the gameplay poor and the addictiveness likewise. I'd stick to the books if I were you — they're cheaper and more enjoyable.

YS CLAPOMETER

Not a patch on the books and, for a tenner, a touch overpriced. For addicts only.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■■□□□□

TOTAL 6

KICK BOXING



Rainbird/£1.99

Rick Ai-eeee-gh-narrrrgh! If you're one of those heretics who thinks unarmed combat games are a load of chop suey, then Rainbird is fighting back with a kung-fu fury that shows there's nothing noodle under the sun. For *Kick Boxing* is a mega-double delight, combining the punch of pugilism with the kick of karate in a game that's more feet than fists of fury.

The scenario is that the main challenger to Mick the Meat Kicker's kick boxing crown has failed to turn up — and now's your chance, in true Waterfront (or is it Water Margin?) style, to be a contender. Stripped to the waist you have to kick, punch, duck and weave your way round what looks like an oriental garden at Kew. Your best tactic seems to be to dive in with a thunderous attack, whizz up your bonus points then skip free before Mick can redesign your fizzog. And you'll have to be swift 'cos Mick's pretty precipitous on the plates for a tub of lard.

To be honest, not much of the screen's used on game play and the sound effects of synthed slaps are sadly dull. On screen, endurance meters measure your wibbliness, the level of bout difficulty is denoted, and bonus and score points are displayed.

Although it's keyboard compatible, *Kick Boxing* comes into its own with the sweat of mucho macho joystick jiggling. This almost compensates for the gungy graphics which tend to make Mick and yourself merge into one biffing mass once you're grappling at close quarters.

With a billion squillion equivalents on the market you might think you'd be prawn crackers to shell out — but if karate's where you get your kicks, *Kick Boxing* is at least worth a shufti.

YS CLAPOMETER

Bog standard kickarama which wouldn't cut it at full price, but may be attractive to addicts.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■□□□

TOTAL 6

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YS PREVIEW

I say, Jeeves, dash it all! The evil Count Chameleon is out to destroy civilisation as we know it, and there's only some damn' foreigner by the name of *Marcus Berkmann* to stop him!

Cripes, Corky, old crumpet, this is serious! According to my man at the FO, this Chameleon cad's built himself some Rubbertronic Ray gubbins, which he's plannin' to train on London and lay waste to all that we hold most dear! And he's startin' at Lord's, what!

You know what this means, don't you? Every wing collar in the kingdom will go all wobbly. Upper lips will be stiff no longer. Worst of all, this ray thingamijig will radically and unpredictably alter the bounce of a cricket ball. It's sacrilege, Corky, sacrilege!

What Ho!

There's only one thing we can do — send in *Stifflip & Co.* Sebastian, 93rd Viscount Stifflip's your man — a total pillock, of course, but he went to the right school, and he can always pick the googly (oo-er). His assistants are a rum bunch too. Professor Braindeath — shady chap — a Hun, some feller at the club told me. Then there's Colonel R G Bargie, or old RGB as we knew him in India — sound blighter. And finally, some female johnnie, Miss Palmyra Primbottom — the gal who put the 'p' into 'pith helmet'. Quite a team. Their only clue — the entire Banarnian rubber crop has gorn missing. So for Stifflip and Co., it's off to the island of Banarnia to investigate.

Good Shot!

When you reach Banarnia, you'll find it looks remarkably like an icon-driven arcade adventure. Amazing, but true. You'll find you can control one character at a time, with his/her current location illustrated in the bottom of two frames (the top is his/her location on the last go). You move your characters around, solving clues, often getting killed, just as in any adventure, but occasionally you come across Count Chameleon's henchmen, who wander around the game wearing curiously striped tunics. These grim characters will inevitably biff you, leading you to select the BIFF icon and pushing you into some arcade(ish) action. When biffing (boffing is another matter) your options are to do a bunk, hit below the belt (I say!), or go for a straight punch. Running away will only work while your energy holds out, while offing the blighter in the Urals is effective but not quite the done thing. Actually you're allowed to do it a few times, so it's best to save up your goolie-mashers until the end! If you go for a straight punch, you'll probably need more than a couple of hits to knock the blackguard flying.

Illustration:Chris Duggan



The fighting sequence. Your opponents are hardly Mike Tyson but they'll take a fair amount of punishment. Fortunately they work up to every punch, giving you time to get yours in before they strike. To aim straight keep the crosshair (not shown) in the middle of the target in the bottom left window. The speed of the boxing gloves' revolutions in the middle will decide how hard you hit.



Although this looks a bit off, it's a *Stifflip* screen halfway through "flipping over" to reveal the next screen (and the location for Stifflip) underneath. Rinky, huh? On the right are the other three characters waiting to be called upon, and on the left are the icons — talk to or trade with someone, biff someone, beetle off, do something, take stock or swop between characters.

Toodle Pip!

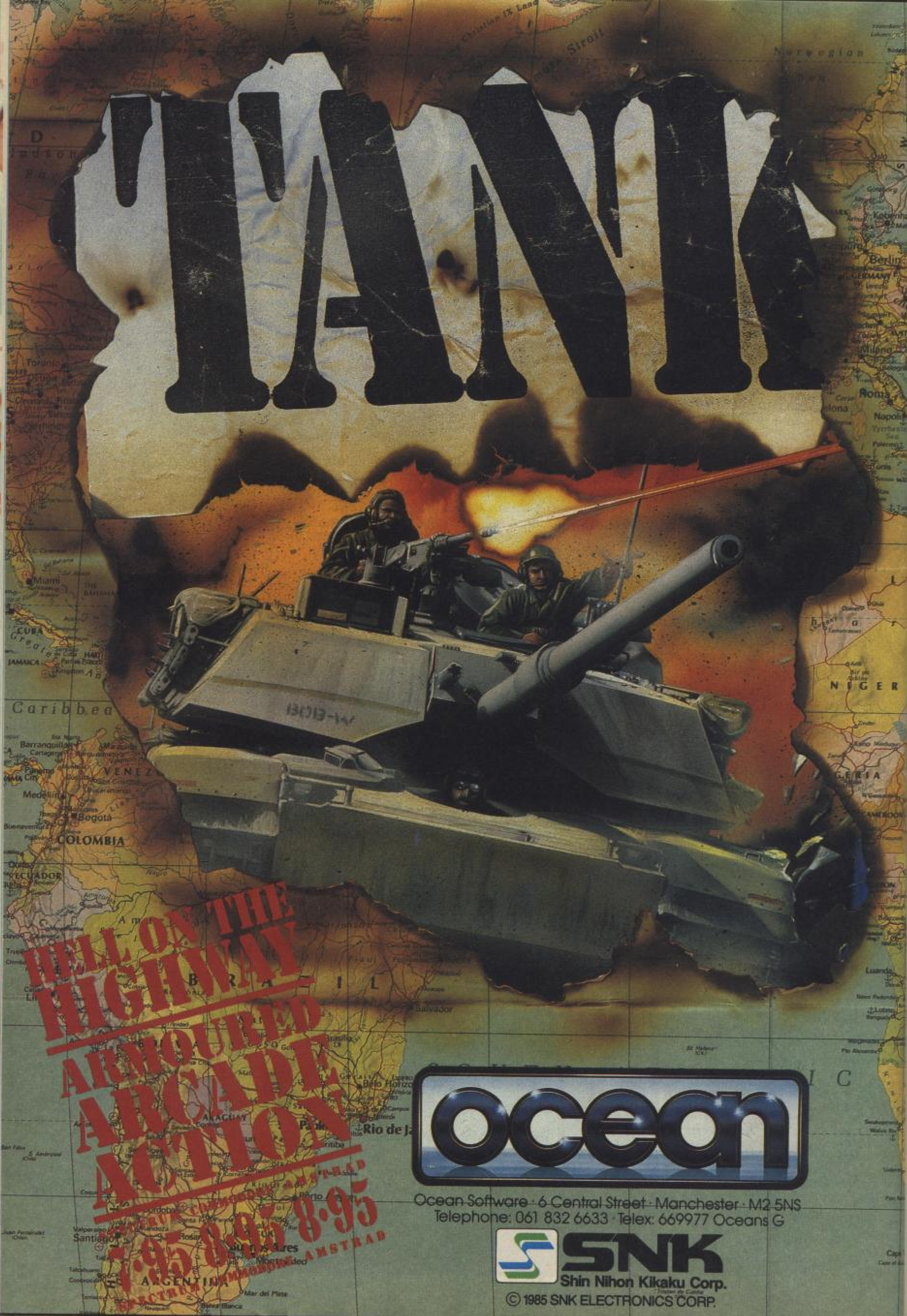
While not biffing, you can chinwag with characters you meet, trade with them, even bribe them on occasion, all using the icon system.

What Binary Vision, in the shape of programmers Rupert Bowater and Paul Morris, is trying to do is marry the standard adventure and arcade formats together in a way that hasn't really been tried before — and all with amazing graphics, as you can see. What's a real change is that the Speccy conversion is not noticeably inferior to the Commodore (ptui) original. There isn't a huge adventure pot — just enough to keep you busy — but loads of nice little touches make up for this. If another character is in trouble, he/she cries 'HELP'. Characters say 'HELLO' if you move onto the same location (you don't actually see them on screen). If beaten to a pulp, characters are out of the game, and prison bars appear on their icons.

The Spectrum version isn't quite finished as yet, but it should be on the streets when you read this. It's all totally ripping, beezer and topping to boot — fascinating gameplay, corky graphics and an original idea. So chocks away, and remember, chaps, play up, play up and play the game!

FAX BOX

Game	Stifflip & Co.
Publisher	Palace Software
Authors	Binary Vision
Price	£9.99
Due	"Er, mid-Julyish."


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YS COMPO

BEHIND THE MASK

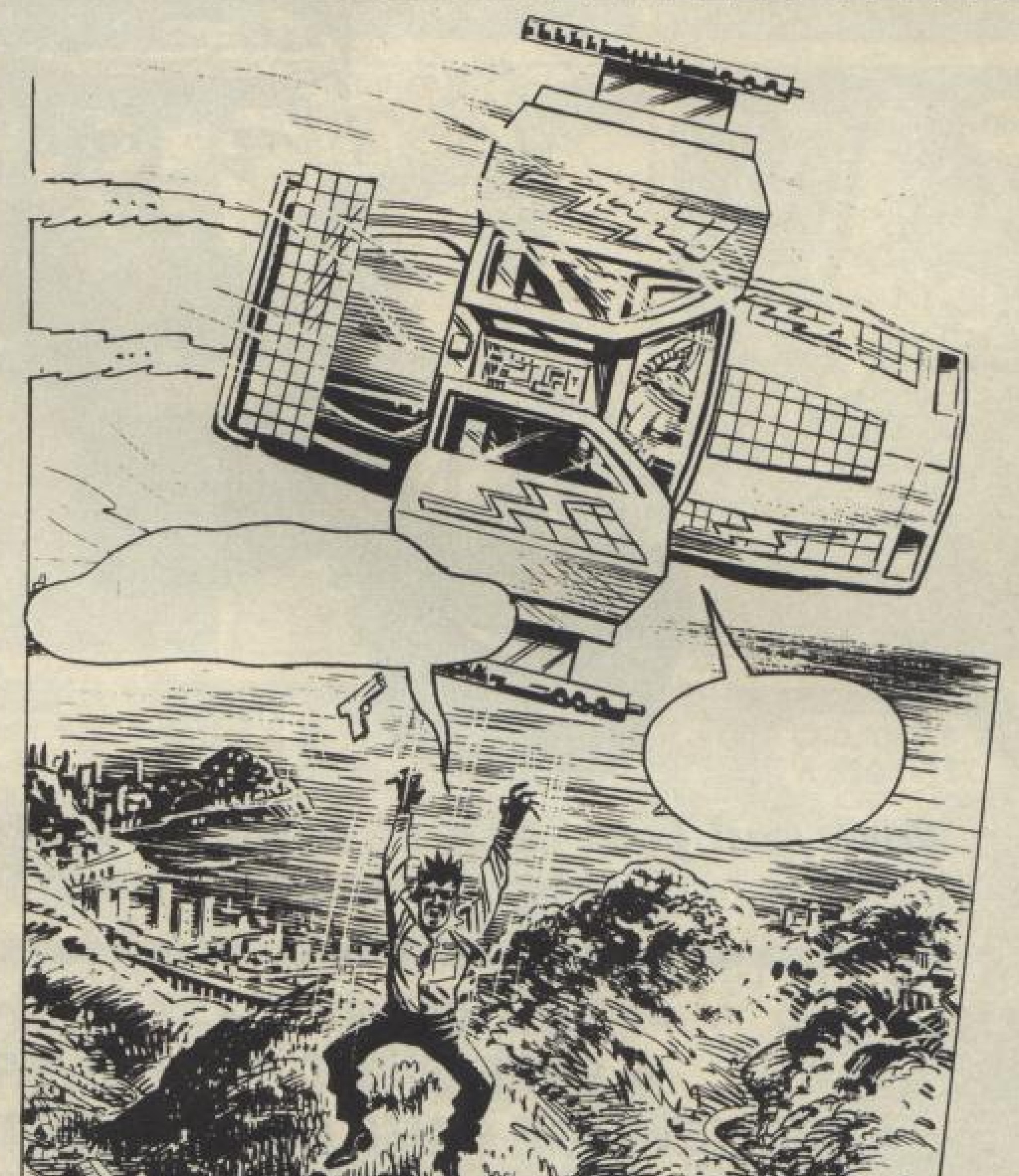
...Illusion is the ultimate weapon! (Eh?) Never mind that — here's the chance to win your very own MASK sportsbag, wallclock and pencil, plus a copy of Gremlin's amazing new Speccy game, *MASK I*!

Macho? We're talking seriously hunky here, boys! MASK™ — or Mobile Armoured Strike Kommand™ — is a team of secret agents (dyslexic, by the sound of it) led by rippling Matt Trakker™. Together they battle the villainous counter-agents of VENOM™ — the Vicious Evil Network of Mayhem™, natch — and their leader, the incalculably unpleasant Miles Mayhem™. Both forces fight in a world of deception and counter-deception, where intrigue lurks around the corner and innocence is a deadly disguise, it says here.

This is Gremlin's version of the MASK™ legend, and judging by the title — *MASK™ I* — it could well be the first in a series. In this outing Matt Trakker™ has to rescue his fellow agents who've been captured and sprinkled through space and time by VENOM™, and you could well be joining him! We've got three sets of MASK™ goodies to give away, courtesy of our chums at Gremlin™, to whit — one *MASK™ I* computer game (playing for the use of), one MASK™ wall clock, one rinky-dink MASK™ sports bag and one MASK™ pencil. Unfortunately, they'd run out of MASK™ cattle grids and MASK™ nuclear reactors, or else we'd have chucked in some of those too. There's more. Twenty runners-up will win copies of Gremlin's *MASK™ I* game, and from what we've seen, it looks an absolute spanker!

And to enter this compo, all you've got to do is apply your enormous brain to this frame from the top-selling MASK™ comic — and fill in a suitably droll, witty and riproaringly sidesplittingly bedwettingly funny remark. Go on — you know you can do it.

Then just scythe the form from the mag — or if you want to keep it intact, take a photocopy — and send it to Illusion Is The Ultimate Weapon... Unless Of Course You've Got A 20 Megaton Nuclear Warhead Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



How 'bout this for a giggle? And if my name's not Matt Trakker™, it's certainly

....

Address...

....

.... **Postcode**...............................

Rules

● We'll need to have your entry in by 31st August — or else you'll find VENOM™ on your doorstep turning your grandmother into so much butterscotch-flavoured Angel Delight.™

● Employees of Dennis Publishing™ and Gremlin™ who try and enter this compo may well find themselves stamped in the vitals with a registered trade mark.

● The Ed's decision is final — so don't argue when she tells you that MASK™ stands for Maurice Asks Stupid Kwestions.

HEY YOU!



Yes, you! Just look at what we've got in next month's* bulging issue of *Your Sinclair!*

• FREE BOUNCING JACK THE NIPPER!
• FREE GIANT *GAME OVER* POSTER
• PREVIEWS OF *GAME OVER, JACK THE NIPPER II, ROAD RUNNER, INDIANA JONES, GUNSHIP, BASKET MASTER* AND *STARFOX*
• *GUNSHIP* COMPO — BATTLE IT OUT AT THE PCW SHOW!
• THE 1987 *YS* GOLDEN BRAIN AWARD
• *YS* TIPSHOP — EIGHT PAGE BOOKLET OF HINTS 'N' TIPS
• SAVE IT! WITH *YS* — SAVE ££££s ON ALL THE LATEST HIT GAMES
• PROGRAM PITSTOP — PROGRAMMING TIPS FROM DAVID JONES, STEVE TURNER AND ROY CARTER

PLUS MUCH, MUCH MORE! IF YOU WANT THE BEST — BUY *YOUR SINCLAIR*!
ON SALE FRIDAY 10TH JULY!

*Barring acts of God like Castle Rathbone getting demolished, the Ed being run over by a No.37 bus or Phil running out of sandwiches!


YS/GREMLIN PRESENT
JACK THE NIPPER and the TEMPLE OF HIGH NAUGHTINESS
EXCLUSIVE! THE COMIC STRIP OF THE SEQUEL TO THE GREAT JACK THE NIPPER COMPUTER GAME ETC!
ON THE WAY HOME FROM THE SEASIDE
I'M FED UP. WHAT CAN I DO THAT'S REALLY NAUGHTY?
DADS CAR
HEH HEH HEH!
BERILLIANT! I'VE ALWAYS FANCIED A TRIP AROUND THE WORLD...
GNATSWICK AIRPORT NO ENTRY!
I WONDER WHERE HE COULD HAVE GOT TO?
HEH HEH!
BUT...
OI! A STOWAWAY!
SASSEN FRASSEN RASSEN...
HEY, DON'T GO OUT THERE! WE'RE...
WHEEEE!
OOF!
SUDDENLY...
AAAEEEEAAAAEEEAAA
NOISY BUGGER!
SNIP!
AAAEEEEAAAAEEEAGH!
WHUMP!
COO, THAT'S A BIG PUSSY CAT!
RROOAAAAR!
RAAAAAAR YERSELF!
?
HAR HAR HAR!
EEK! I'VE BEEN KIDNAPPED BY A TRIBE OF CARTOON NATIVES!
WILL JACK BE EATEN ALIVE, OR WILL HE BE TIED UP IN A PALM TREE BY THE COCONUTS? WILL HIS PARENTS FIND HIM, OR WILL THEY GIVE UP BEFORE TEA TIME? WHAT IS THE TEMPLE OF HIGH NAUGHTINESS, AND DO WE REALLY CARE? DON'T MISS THE NEXT EXCITING EPISODE OF...
...JACK THE NIPPER! (DAN DAN DAAAAAN!)

ON THE WA

. . . with Owen and A[ud]re[y]

It's here! The brand-new, jam-packed, cool fizzin', fun givin' strategy section for war game enthusiasts, strategy fans and anybody who's at all interested in any games that require a bit of the old grey matter. What's more, it'll be coming to you each month from those infamous wargame veterans, Audrey and Owen Bishop (otherwise known as A&O), survivors, if not winners, of many a computer war. Each month they'll be bringing you the latest news, reviews, hints'n'tips, maps and pots more to help you 'win the war'. Take it away, soldiers!



Let's Get Tactical

Well, now we've been introduced, let's get down to helping you with your strategy gaming.

And the best way of helping you is for you to help us, if you see what we mean. If you've got hints'n'tips, maps, clues or a plea for help drop us a line. Don't let Mike Gerrard have all the fan mail — his head'll be too big to get out of the door soon — write to us too. Please! We promise to read every scrap of information you send us and to use as much as possible in these very pages. And remember . . . get something printed and you'll win a *YS* badge. Couldn't be better. Right, let's deploy our troops!

WAR MOVES

Until all your letters start flooding in crammed with tips and help we thought we'd start you off with some general advice of our own. You can apply this to a number of games such as *Desert Rats, Gallipoli* and *Theatre Europe.*

Outflanking

Outflanking (oo-er) on a simple flank is used when the other flank of the enemy is protected by a natural feature, like a wide river (diagram 1). Check that your army is stronger than the enemy's but surprise can compensate for lack of numbers. A quick outflanking movement can well succeed even if your force is weaker. First engage the enemy front line in combat, but don't attempt to break through, as this keeps him occupied and may even tempt him to bring up his reserves. Then bring your reserves around the enemy's open flank. Engage the enemy reserves in combat and at the same time attack the enemy flank from behind or from the side. This puts them in a disadvantageous position, as they haven't got time to swing

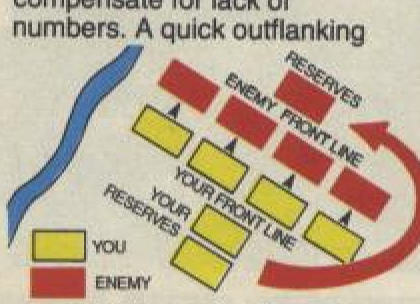


Fig 1 Start of outflanking attack

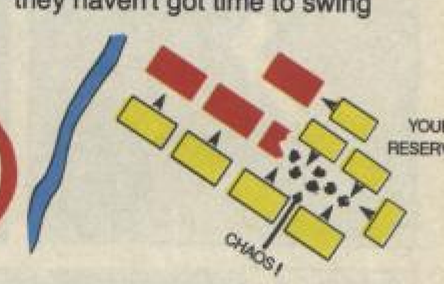


Fig 2 "Rolling up" the enemy line

CONFLIC[T]

Now here's a compilation with some first class wargames at a real bargain price. PSS's *Conflicts 1* has three super re-released games, each different in type, which means there just must be something to suit you on this tape.

BATTLE OF BRITAIN

Battle Of Britain has the RAF (you) going all out against the Luftwaffe. Waves of enemy bombers and fighters come in across the Channel and North Sea. Your job is to scramble your Spitfires and Hurricanes to prevent the Germans from reaching their targets. Action is fast, and not only must you fight, but you must keep your aircraft fuelled and armed. The control system is easy to learn and operate. You can either play a training game, or a blitzkrieg, which is the same except that the Luftwaffe is much more aggressive. For the enthusiast there's a campaign game of 30 days, in which you resupply the airfields at the end of each day. In the game there's also a simple shoot 'em up arcade sequence whenever an RAF squadron engages the enemy. The map display is clear, neat and packed with information.

A straightforward game, so the tactics are fairly simple, of course, but you can greatly improve your chances by well-planned play. A good game for beginners.

THEATRE EUROPE

Theatre Europe, on the other hand, is played with a devastating range of armaments, including chemical and nuclear weapons. It's for either one or two players, and in the one player game you can choose to command either NATO or the Warsaw Pact forces. You can also make the computer play itself. There's an arcade battle sequence which is not particularly good and, fortunately, is optional. The main game turn (one day) is divided into phases — move, attack and resupply, followed by the same phases for the enemy. Strategy plays a more important part than tactics — supplying your armies, allocating air cover to them, reinforcing them, deciding which types of mission to fly and, last but not least, deciding whether or not to employ chemical and nuclear weapons and, if so, where and in what quantity. The clever graphics and clear screen displays keep you in touch with events, but there isn't enough feedback on the effects of your strategies, which is a shame. Still, a good strategy game with plenty to think about.



Falklands 82

FALKLANDS 82

If you're a wargame enthusiast, *Falklands 82* may be the game for you. There are no frills — it's played on a small but adequate map, and you can ponder as long as you like as you move or fire your British units. The Argentinians counter-attack only after you've finished. Those who like a fast-moving game may find the pace tame, but the keen tactician will find plenty to do, planning ahead and using the terrain and the many types of unit to the best advantage.

The aim of the game is to

ARPATH NEWS

Audrey Bishop

their guns round. Worse than that, your front line forces are still hammering them so they have to cope with an attack from both sides. Confusion reigns (diagram 2) and the enemy flank is quickly brought to submission.

Whether you can get this tactic to work with any given wargame depends on how it's been programmed. Many games don't take into account the way the units are facing so an attack from the rear does you no better than a full frontal. (*I beg your pardon! Ed*). Even so, the enemy units can be attacked by your units from two, three or even four sides so they're soon disposed of.

Outflanking attacks have probably saved the day in many important battles — the Battle Of Omdurman and the Schlieffen Plan are two such examples. Although the flank attack idea is a useful tactic, don't try to reduce the strength of your own front line to provide troops for the encircling movement. At Austerlitz, the Allies had occupied the Pratzen Heights, then removed troops from their centre in an attempt to outflank Napolean. Ooo la la! This gave the French the chance to deliver a telling counterblow, and the Pratzen Heights were lost. And you wouldn't want that to happen in your own games, would you?

Well, we're knackered after all that war mongering so that's it from us this month. Don't forget to send all your hints, tips, advice and cries for help to us, A&O at On The War Path, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Every name printed wins a *YS* Badge.

If you're a bit short of the old readies you'll be pleased to hear that PSS has released the first two tapes in its *Conflicts* series of strategic compilations which are reviewed here. It's also planning the release of a third tape containing five games in the autumn.

Is there any end to the good news we ask ourselves? Activision, better known for arcade hits, has decided to branch into the world of strategy. About time we say. Its first two releases should be out at the end of this month. *Guadalcanal* is based on the battle for the Pacific island in 1942. You can play either the Americans or the Japanese and you have land, sea and air forces under your command. Written by Ian Bird, co-author of *Theatre Europe*, it promises to be a lot of fun.

Activision's other release is also written by a co-author of *Theatre Europe*, only this time it's Alan Steel. This star wars game, *High Frontier*, could well be one of the most controversial strategy games yet! You're in charge of constructing and using the SDI to repel a nuclear attack but whether you'll need to use it or whether it can be done we'll never be in a position to answer. Watch out for the reviews next issue.

TAC TIPS

If you want to be on the winning side but are having a bit of bother then look no further 'cos this is where we print your strategy hints'n'tips and advice on getting one up on the enemy. First shot goes to **David Stone** of Canterbury who's offering help on *Falklands '82* (baa baaa!). "Don't attack as soon as you land even if there are Argies nearby. If you do, you'll clog up the landing area, 'cos troops can't land and attack in the same turn. Move each unit two or three squares away from the area as soon as you've landed it." Sound tactics David. It's an idea to create a secure bridgehead first. The tanks land last of all, and their long range gives you a chance to take a shot over the heads of your soldiers.

The same tip applies to *Iwo Jima* on which **Martin Green** of Huddersfield has this to say, "If you're given the option of an airstrike or naval gunfire on an enemy unit, take it. You have nothing to lose. Often it has little effect, but when it does it's devastating." Thanks Martin.

A complaint sailed in from Northampton from **Adrian Manning**. "My dad is dotty on the Napoleonic period. He spends hours painting up model soldiers and even more hours setting them out on the table. I think he's crazy 'cos all the computer wargames of that period aren't half as interesting as the World War or future wargames." Well, it takes all sorts, Adrian. Why don't you all write in and tell us what your fave war period is and why. Maybe we'll even run a little piece each month on the history of each period.



Theatre Europe

CTS 1

occupy all the settlements on the island, but this is far from easy. The Argies seem to spring up out of nowhere. You need to make full use of the SAS and SBS units for reconnoitring ahead of the main force and uncovering ambushes. The game system is easy to learn, for there are full on-screen prompts at all stages. A minor fault is that only one unit can be on a map square at any one time, which unnecessarily limits the flexibility of manoeuvre.

Still, it's a competently written game, not outstanding, but one that could provide hours of interest.

Battle Of Britain	7/10
Theatre Europe	8/10
Falklands 82	7/10
Total	8/10

FAX BOX

Title	Conflicts 1
Publisher	PSS
Price	£12.95



ROUNDHEADS

It's 1642, and the Royalists are fighting against the Roundheads. Troops rush around the country commandeering food, and are likely to change sides when they're too far from home. You need a contented, well-fed force before you can even think about challenging the enemy. This is strategy! Alternating with this, you deploy men on the battlefield. There's varied terrain and three types of fighting unit, which is where your tactical ingenuity comes in.

At strategic level the screen shows a map of Britain, with armies frenziedly mobilizing. You need to be nippy on the keyboard as you prepare your forces for conflict. As you move your cursor, a close-up view scrolls in a window on the left of the screen. When you're ready to fight, move your cursor on to the enemy unit and press the challenge key. The challenge may or may not be taken up, though we never discovered why or why not. If it is, the game proceeds to the tactical level. The display changes to a map of the battlefield with the troops already in position. Now follows a rapid shoot-out between opposing forces. All good fun, if you like to play your wargames at breakneck speed. The more contemplative player can press the pause key when the going gets too hot.

The battles are based on historical engagements and vary in type from disorganised affrays to copy-book confrontations (infantry and artillery in the centre, cavalry on the flanks), and include a few sieges. There's plenty of variety to test your tactical skills. When you've had enough you can abandon the battle. After it's over, you return to strategic level again, preparing once more to fight. The game alternates between strategy and tactics until one side wins (the instructions say nothing precise about victory conditions.)

In short, the instruction leaflet is appalling. Lothlorien has been really mean. It took us ages to work out the mechanics of the game and what the map symbols represent. And we're still in the dark on several important aspects of play.

Strategically boring, tactically interesting and exciting, though too fast for well-planned and executed manoeuvres. Quirky at times. Buy it if you like a good, fast zap!

Graphics
Playability
Value for Money
Addictiveness
Strategy
6

FAX BOX

Title	Roundheads
Publisher	Lothlorien
Price	£9.95

CONFLICTS 2

A game that takes you to the blue, blue Pacific to see how Uncle Sam helped win the war in the east. Though both games are set in the same area and in the same period, they couldn't be more different!

BATTLE FOR MIDWAY

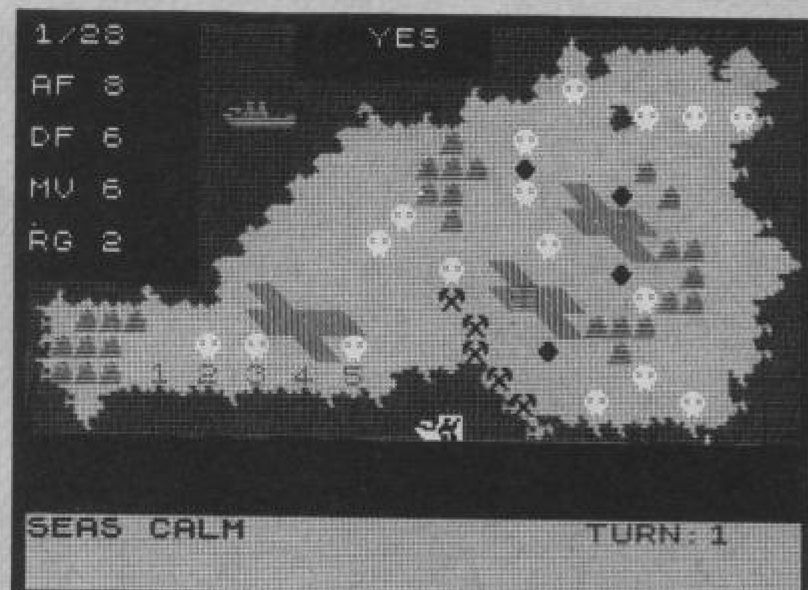
Battle For Midway is all about a battle that marked a turning point in the war in the Pacific — it was the first time the Japanese suffered a major defeat. The game captures much of the atmosphere of steaming steadily ahead for hour upon hour, scanning the horizon for distant battleships. Or you may be patrolling the skies, keeping a weather eye open for those tell-tale signs of Japanese shipping. Then, suddenly, out of the blue, there's a Japanese naval force ahead, or a bunch of bombers, and the action begins. Before you've had time to do much about it, the action is over and you're left to clear up the damage.

Much of the Pacific war was like this and this game is a fair simulation (apart from having no radar). But does this make it a good wargame? We reckon not. In practice, the tactical element is too slight, as you only have ten units to control. Once you've given these their orders, there's nothing much to do except wait for the Japs to attack.

The action comes in the form of arcade screens, which aren't optional. Your success in this game depends too much on dexterity and not enough on brainpower.

If the flat-top is your scene, or perhaps if you long for a change from foot-slogging, *Midway* could be worth a try. We were glad to return to dry land!

IWO JIMA



Iwo Jima

The other game on this tape, *Iwo Jima,* employs much the same system as *Falklands 82.* The aim is similar too — you have to land on and capture an island. Iwo Jima, a tiny volcanic island, was heavily fortified by the Japanese. Lying 700 miles from Japan, it was on the track of the US bombing raids, and used as a forward base for fighter attacks against the bombers. In the hands of the Americans, it would become an important air-base for hammering home the ever-intensifying bombing of Japan. This was a bitter, hard-fought battle, one of the costliest in human lives of the whole war. For months the Japanese had fortified the island, digging out tunnels and gun positions in the solid rock.

In the game, as in real life, the Japanese units are invisible until they reveal themselves by attacking. They remain firmly in their secure bunkers and are very difficult to eliminate. We played the game following the historical sequence, landing near Mount Suribachi, advancing across the island to cut it off and attacking the mountain fortifications fiercely. Then we captured the airfield and advanced along the north shore. We won in the end, but only after a hard struggle.

There's plenty to do in this game, and the simple three key control system helps keep the game (and the Marines) moving.

Battle for Midway	5/10
Iwo Jima	7/10
Total	6/10

FAX BOX

Title	Conflicts 2
Publisher	PSS
Price	£7.95

YOUR SINCLAIR FANZINE OF THE YEAR

And here's yet another cracking 'zine, the fifth winner in the *YS*/Domark Fanzine Of The Year Compo. It's called *EPROM*, and it's a wee bit out of the ordinary...

Gasp! Yes, we're still being assaulted on all sides by amazing fanzines. Crateloads of the critters are delivered each day, and we're spending so long reading your mags we've barely got time to write our own! But don't worry if you still haven't entered yours – it's not too late! There'll be twelve winners throughout the year, and each gets 50 jangly Nelson Eddys and a fab framed certificate. And at the end of the twelve months we'll be choosing an overall winner and asking the fanzine's production team up to the world-famous *YS* office to write a special feature! Aarh! So get on with it – send your masterpiece to Fanzine Of The Year Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. If you've already sent one and heard nothing, then let's have your latest issue – you could yet be a winner!

July's winner is *EPROM*, a 56-page A5er packed with reviews, features and informed comment. What's so remarkable is that the whole kit and kaboodle is written not by the usual team of five or six, but by one man, Tony Worrall from Preston. Tony's 26 and unemployed, and looking for a job in publishing or graphic arts. He's certainly had the time to work on *EPROM*, and it shows. Well laid out and copiously illustrated, it's well written and reveals a thorough knowledge of Speccy gameplaying. This is the first issue, and although it's 80p – expensive for a fanzine – Tony is still running it at a loss. Only 150 were printed, but if interest grows he hopes to increase the run and so bring down the cost, eventually to around 50p.



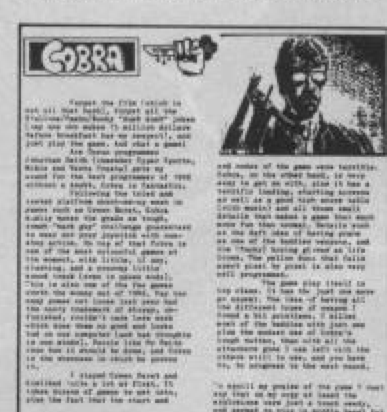
Here's *EPROM*'s Editorial staff – Tony Worrall! Judging by his surrounds he's a man interested in hi-fi, glugs and reading, and likes watching two televisions at once!

The current issue's full of goodies. There are some excellent tips for *Cobra*, *Transmuter* and *Arkanoid* (which incidentally, he raved about almost as much as we did), not to mention a partial solution to *The Fourth Protocol*. And there are laffs too, in the form of some excellent cartoons and a brilliant chart of T. Worrall's least fave games. The games are marked by simple percentages, reflecting the reviewer's strong opinions.

Tony first bought his rubber keyboard Speccy in 1983, and has never upgraded. For the second issue 128K games will be covered for the first time, thanks to a friend in Ireland who'll be reviewing them regularly. The other important contributor to the mag is Tony's girlfriend Val Cookson, who helps with writing and production as well as plying the Ed with much needed cups of coffee. It's taken him well over six months to get the first issue together, but he hopes from now on to publish every three months. If you're interested in getting a copy of numero uno – and it's well worth a butchers – send 70p (special price for *YS* readers) and a stamp to Tony Bridge, 328 The Maltings, Penwortham, Preston, Lancs PR1 9FD.



A simple cover, but it's clear and gets the message across. And no unnecessary faffing about on the cover lines, either: the best games, the important features, and the number of reviews – they're all there.



Here's Tony's verdict on *Cobra* – he loves it. Considering it's a photocopy the two pics – of loading screen and gameplay – come out pretty well, and the review shows that he's obviously played the game to death.


NOW FOR COMPUTER
MASK™
The Battle Continues!!!
Join with the forces of MASK, skilfully commanded by the brilliant strategist Matt Trakker and combat the evil of the villainous VENOM in their quest for domination of the world. No longer need you stand by and passively observe the evil deeds of Mayhem and his co-conspirators. Here is your chance to dig deep into your cunning and put your skills to the test against possibly the greatest master criminal the world has ever seen, fact or fiction. This classic conflict of good versus evil is portrayed with a realism and excitement that can only take its lead from the world's most famous collection of superheroes and supervillains. There are creations of adventure, there are creations of combat but there is not a creation quite like MASK!!!
SAY GOODBYE CONDOR
MAYHEM!!
BRAD! THIS IS THUNDERHAWK HOLD ON, I'LL SOON BE ON HIS TAIL...
MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS, INC. (KPT) 1987.
GREMLIN
CBM64/128 & Amstrad - £9.99 TAPE £14.99 DISK
Spectrum 48/128K - £7.99 TAPE
Gremlin Graphics Software Ltd. Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: 0742 753423

YS COMPO

CHALLENGE OF THE GOBOTS

WIN THREE SONY WALKMANS, THREE GOBOTS PLUS 23 COPIES OF ARIOLASOFT'S GOBOTS GAME!

Thwack! Pinggggggg! Phzzzzzzzzt! Flash! The mighty GoBots once more enter into battle with those evil Renegades the BadBots. By taking control of GoBot Leader 1 you're given the chance to defend the planet Moebius in Ariolasoft's new game — *Challenge Of The GoBots*. But can you do it?

Enter our sensational compo and you can! Ariolasoft is giving away copies of the *GoBots* in a special limited edition — each one comes complete with a really jazzy, atmospheric soundtrack to get you into a zapping mood. The top three winners will get this special limited edition game, a toy GoBot and . . . wait for it . . . a Pangalactic Earblaster — yeah, that's right, a Sony Walkman to play your *GoBots* soundtrack on. And even if you're not one of the top three you're still in with a chance to win one of 20 runners-up prizes of the limited edition *GoBots* game.

S'pose you want to know how to get your hands on this lovely lot now? Well, it's easy! Just study the wordsquare below and use your powers of GoBot recognition to identify the eleven GoBots hidden within. Ring round the words with a pen, fill in the coupon and bung the whole lot, or a photocopy, off to Geepers Creepers 'Gis A GoBot Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Rules:

- Employees of Dennis Publishing and Ariolasoft will be reduced to Earth Scum if they attempt to enter.
- Don't be a Renegade! Scoot-er your entry in by August 31st. Go-bot to it!
- No toying with the Ed unless you want to come face-to-face with a BadBot!

GOBOTS

D	O	Z	E	R	Y	D	T	K	A	O	B
R	E	D	N	I	F	H	T	A	P	E	F
X	S	R	O	D	A	R	E	P	M	U	D
L	O	C	O	S	W	P	A	V	J	W	B
W	G	B	E	N	T	W	I	N	G	D	U
M	A	G	G	W	B	V	C	U	A	P	L
R	S	T	B	T	Z	A	E	B	I	C	L
Z	E	C	E	V	O	M	T	U	B	A	S
S	E	H	O	R	V	P	I	G	B	N	E
D	H	L	C	O	W	H	W	S	U	D	Y
A	Z	W	U	N	T	A	C	I	N	I	E
N	E	K	P	P	I	E	L	E	U	D	R
O	X	S	Z	Q	F	P	A	K	D	A	E

DOZER
WATERWALK
DUMPER
PATHFINDER
BUGSIE
VAMP
SCOOTER
BULLSEYE
BENTWING
PINCHER
LOCO

'Cor I'm a real good Bot spotter (*Ugh! Ed*) and here's my entry to prove it.

Name ....

Address ....

....

.... **Postcode** ....

HACKING AWAY

Send a[ll] your POKEs, hacks and cries for help to ZZKJ, Your Sinclair, 14 Rathbon[e] Place, London W1P 1DE.

WRITE TO US AND WIN A BADGE

Need a hand with your hacking? ZZKJ, the Prize POKEr's here to show you how.

August already and there's still no sign of a really mega-hack for '87, but I haven't given up hope yet. While I'm waiting I've had plenty to do reading all your letters about the Hackers' Beginners' Guide in the June issue, most of them complaining that you wanted more. Well, I couldn't say everything I wanted to in the space but I did try to cover everything a novice hacker needs to know to get started. I didn't assume any prior programming or hacking experience and I did warn you that you'd need to do a bit of learning to get started. (Like any foreign language, you have to learn a bit before you can have even a simple conversation). The article was meant as a pointer and a stimulus; the pointer showing you the direction and the stimulus to help you on your way. When I started I didn't even get that! (*No doubt you lived in a cardboard box int' middle o' road. Ed.*) You'll have to persevere, though. It's just like a crossword puzzle; the more you do them, the better and quicker you become — and even the best puzzler gets stuck on some clues and has to work around them.

Anyway, before we get bogged down, let's up and into this month's POKEs.

ENDURO RACER

Eeek! Don't all shout at once! As you can no doubt guess, I've received squillions of cheats for something. Can't you guess? Seeing as half the planet's population wrote in and told me about it, you ought to... Okay, it's for *Enduro Racer*, and the one I've chosen comes from **Shaun Asker** of Frettenham, Norwich. For levels 1, 2 and 3 put your speed to 0, hold down CAPS SHIFT and press FORWARD at the start of each level. You'll zip through the level without crashing. You can then easily complete stage 4 with all the time that you've made up. For stage 5, go to the right of the screen and speed up. Keep hold of right and you should make it.

CHRONOS

If you were at the Microfair last month you'll know what a hive of excitement it was. And to prove it here's a cheat mode that I picked up for Mastertronic's *Chronos*. Type, 'JING IT BABY' into high score table. You can now select 'Megalaser' from the menu. Pretty nifty, eh?

JUDGE DREDD

"He may be tough, but he's fair." If you don't mind losing the fairness, we can certainly improve on the toughness! Who am I talking about? You obviously don't live in Megacity One then, since I am obviously referring to none other than *Judge Dredd* and the infinite lives POKE sent in by **Lee Bolt** of Kewstoke, Weston Super Mare. Just type it in, RUN it and play the game from the start.

```
10 REM JUDGE DREDD HACK
(C) LEE BOLT
20 CLEAR 24700
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 POKE 24936,24
60 RANDOMIZE USR 24736
```

NEMESIS

And here's a quick program from **Thurstan Felsted**, on that chart topping shoot 'em'up, *Nemesis*. This is the coin-op conversion, not the 2000AD Warlock. This natty little program, which replaces the Basic loader on the game tape, makes the Warp Rattler invulnerable to attacking alien craft.

```
10 REM
20 REM >> Nemesis Hack <<
30 REM
40 REM >> 1987 T.Felstead <<
50 REM
60 INK 0: PAPER 0: BORDER 0: F
LASH 0: BRIGHT 0: OVER 0: INVERS
E 0: CLS
70 CLEAR 24999
80 PRINT AT 0,0; INK 7;"Nemesi
s is Loading : Please Wait"
90 PRINT AT 0,0;
100 LOAD ""SCREEN$
110 PRINT AT 0,0;
120 LOAD ""CODE
130 POKE 51479,1
140 PRINT AT 0,0;
150 LOAD ""
160 LET z=USR 0
```

Thanks very much Thurstan, I'll load it up right away!

AMAUROTE

It's taking our regular contributer **David McCandless** less and less time to come up with the POKEs for new games. Here's his super hack for *Amaurote*.

```
10 REM Amaurote POKES by
20 REM David McCandless 9/5/87
30 CLEAR 26599
40 LOAD ""SCREEN$ : LOAD ""COD
E
50 POKE 42506,0: REM Infinite
DOSH
60 POKE 42456,0: REM No DAMAGE
70 POKE 38552,0: REM Infinite
DAMAGE
80 POKE 42974,175: REM No DIST
RICT/CITY DAMAGE
90 RANDOMIZE USR 26600
```

Simply delete the appropriate line for the features you don't want in lines 50-80. Thanks David. And keep them coming!

KRAKOUT AND MARTIANOIDS

To finish off with, here are a couple of quick infinite lives hacks for *Krakout* and *Martianoids* from **John North** of Sutton in Surrey. Use them in the usual way.

```
10 REM KRAKOUT HACK (C)
JON NORTH
20 CLEAR 65535:LET t=0
30 FOR n=30000 TO 30027:R
EAD a:POKE n,a:LET t=t+(n
-29990)*a:NEXT n
40 IF t-81811 THEN PRINT
"DATA ERROR": STOP
50 FOR n=65192 TO 65198:R
EAD a:POKE n,a:NEXT n
60 RANDOMIZE USR 30000
70 DATA 221,33,203,127,17
,64,1,62,255,55,205,86,5
80 DATA 48,241,62,128,50,
246,127,62,254,50,47,128
90 DATA 195,244,127
100 DATA 175,50,229,181,1
95,168,139
```

```
10 REM MARTIANOIDS HACK
(C) JON NORTH
20 CLEAR 24576
30 LOAD ""CODE
40 POKE 46793,0
50 RUN USR 24576
```

Next month Hacking Away will no longer be a page on its own but incorporated in the bulging new hints 'n' tips section, YS Tip Shop. So get your POKEs and hacks into me, ZZKJ, as fast as possible — if yours gets printed you'll be in the running for the coveted YS Big Tipper award. So go on — get hacking!

HACK OF THE MONTH

AUF WIEDERSEHEN MONTY

Yeah, after months of absence (due to work!) good ol' **Andy Brown** of Wetherby, West Yorkshire is back with a vengeance. This time his finely tuned skills have been applied to Gremlin Graphics' *Auf Wiedersehen Monty*. (Brings back memories of hacking the original *Monty Mole* all those years agooooo...!). Now, as then, the program makes the crushers and aliens harmless, enables you to walk on water and, of course, contains a ubiquitous infinite lives POKE. Just type in the program, SAVE it off for future use, RUN it and play the game tape from the start. If you don't want a particular POKE, just delete the line on which it appears.

```
10 REM AUF MONTY HACK
(C) ABR
20 CLEAR 32767: LET t=0
30 FOR n=40000 TO 40032:R
EAD a:POKE n,a:LET t=t+a:
NEXT n
40 IF t-3049 THEN PRINT "
DATA ERROR": STOP
50 POKE 40021,186: REM HA
RMLESS CRUSHERS
60 POKE 40024,164: REM HA
RMLESS ALIENS
70 POKE 40028,160: REM IN
FINITE LIVES
80 POKE 40031,144: REM WA
LK ON WATER
90 LOAD ""CODE
100 RANDOMIZE USR 40000
110 DATA 33,78,156,17,153
,129,1,19,0,237,176,195,0
120 DATA 128,205,86,5,62,
201,50,99,0,50,176,0,175
130 DATA 50,179,0,50,138,
0,201
```

COMPO WINNERS

DOLLY PARTRIDGE IN A PEARTREE COMPO

Oh, jingle bells, jingle bells, jing... What, you mean to say Christmas is over! Oops. Oh well, at least we can play at being Santa 'cos here are the results of the YS Xmas Megacompo!

A Bundle Of Elite Games
David Simmonds of Wareham, Dorset.

Two *Artist II*'s And Two Copies Of *The Writer*
Andrew Dawes of Doncaster, S Yorks; Bobby Richardson of Hull.

Three Sets Of Infogrames Games
James Walker of Donnington, Telford; Adrian Bhagat of Peterborough, Cambs; S Collinge of Audenshaw, Manchester.

Four (Well, Twenty, Actually) Copies of *Trap Door*
Paul Humphries of Kensal Rise, London; Alan Hughes of Tolladine, Worcester; Gary Brighton of Newmarket, Suffolk; Robert Beaman of Tulse Hill, London; Gavin Ball of Barkingside, Essex; Mark Francis of Waterloo, Liverpool; Caroline Moor of Edgware, Middlesex; Andrew Baker of Maidstone, Kent; John Pickford of Stockport, Cheshire; A Mulhall of Oswestry, Shropshire; Antony Lord of Bacup, Lancs; Mark Stevens of London NW6; Matthew Powell of Brentwood, Essex; D Allen of Solihull, W Mids; Brian Gordon of Mauchline, Ayrshire; Gareth Perch of Kidderminster, Worcs; Kenneth Jack of Neilston, Glasgow; Stephen Nolan of Walton, Liverpool; Laurence Ludlow of Wimborne, Dorset; Paul Robinson of Doune, Perthshire.

Five Copies Of *Frostbyte*
Paul Waugh of Bell Green, Coventry; Mark Stratton of Peterborough, Cambs; Julian Thompson of Calver, Sheffield; David Pritchard of Ilford, Essex; R MacDonald of Salisbury, Wilts.

Six (Okay, Twelve Really) Copies Of *Trailblazer*
Andrew Richardson of West Darlington, Co Durham; Ron Banks of Southfields, London; M Caithness of Weston Super Mare, Avon; Andrew Shepherd of Morris Green, Bolton; Chris Darke of Reading, Berks; Peter Adams of Dagenham, Essex; Tim Sharpe of Luton, Beds; Stuart Pridmore of Hitchin, Herts; David Moore of Wakenham, Norwich; Colin Brown of Hockley, Essex; Graham Palmer of Bath, Avon; Mark Hamilton of Clarkston, Glasgow.

Seven Copies Of *Academy* and Seven Copies Of *Room 10* (Well, Ten Of Each Really, But Who's Counting?)
Barry Charlton of Bromley, Kent; Stephen Tang of Cardiff, S Wales; Robert Scott of West Bromwich, W Mids; Steven Jenkins of Rumney, Cardiff; Michael Edwards of Shepperton, Middlesex; Graham Bright of Halstead, Essex; Simon Collier of King's Lynn, Norfolk; Stephen Pickin of Chapeltown, Sheffield; A Matheson of Renfrew, Scotland; Drew Hawkins of King's Lynn, Norfolk.

Eight Copies Of *Asterix* And *Conquestador*
Mark Jerez of Hedge End, Southampton; D Mitchelson of Inverness, Scotland; Christopher Arlow of Lowestoft, Suffolk; Glyn Geoghegan of Godalming, Surrey; Damian Carter of Steyning, W Sussex; Robert Ritchie of North Hykeham, Lincoln; John King of Blackwell, Worcs; Marcus English of Norwich, Norfolk.

Nine Copies Of *Thanatos*
D Risbridger of Redhill, Surrey; David Willis of Alve, Clackmannanshire; Anjo Duffy of Lerwick, Shetland; Christopher Lehmann of Chatham, Kent; A Irvine of Orpington, Kent; Sean Stephenson of Alnwick, Northumberland; David Bye of Enfield, Middlesex; P Goodyear of Walsall, Staffs; Neil Smith of Thornton-Cleveleys, Lancs.

Ten Copies Of *Tarzan*
Roy Stead of Widnes, Cheshire; Chris Chambers of Grantham, Lincs; Douglas Bryson of Stranraer, Scotland; Andrew Brotherton of Falmouth, Cornwall; James Long of Basingstoke, Hants; Craig Thomson of Stockport, Cheshire; Paul Hart of Glasgow, Scotland; Barry Hodge of Yeovil, Somerset; David Higginbottom of Meigle, Perthshire; Brendan Rieley of Giffnock, Glasgow.

Eleven Copies Of *Highlander*
Kerry Dilks of Trowell, Notts; Paul Wakeman of Wolverhampton, W Mids; Colin Harrison of Chester-Le-Street, Co Durham; Marco Bennett of Chandlers Ford, Hants; Stephen Sheridan of Stockport, Cheshire; Michael Wilkes of Solihull, W Mids; Paul Billany of Stockport, Cheshire; David Dunhill of Watton At Stone, Hertford; Jon Sendel of Jordanthorpe, Sheffield; Attie Learmonth of Kirkwall, Orkney, James Poulter of Norwood, London.

Twelve Copies Of *Pub Games*
Matthew Richards of Kingswinford, W Mids; Vince Corney of Morden, Surrey; J Hayward of Chippenham, Wilts; Simon Parker of Charshalton, Surrey; Alan Shields of Ballingry, Fife; Robert Winton Of Dundee, Scotland; P Goode of Malvern, Worcs; L Hurley of Hoarwithy, Herefordshire; Timothy Sessions of Maidstone, Kent; Jeffrey Davy of London N10; Jason Bowes of Staple Hill, Bristol; Darren Bain of Northfleet, Kent.

YS Adventu



Now listen here, you lot, there are about six trillion of you writing to me every month so I reckon it's time for a recap as to the odds on you getting a reply or appearing in print. If you enclose an sae you'll certainly get a reply, you have my word as a gentleman and a fellow-adventurer, so if you ever write with an sae and don't hear back from me it means your letter's probably gone astray in the post so write again.

If you don't enclose an sae then you won't get a reply, simple as that. Why so mean? Well, the Ed was stopping the stamps out of my wages, and if you work out the cost of six trillion stamps every month you'll realise this is Not A Good Idea, at least not as far as I'm concerned!

But if you don't enclose an sae then I'll do my best to answer your questions in the mag, but there are more letters coming in than room so I can't promise anything.

Of course anyone who wins the coveted Manuel-of-the-Month Award automatically gets a mention, and this time it's **Ken Haley** of Sunderland who says he got his Spectrum about six months ago, has at the last count bought 26 adventures, and is stuck in every one of them. Well done that man. A few clues to help you out? Well, I don't want to spoil your record... oh alright, just a few. In *Zzzz* you're stuck with the orchestra waiting for a signal so NOTAB ESIAR. Ken says there surely must be more than six locations in *Adventureland*. There surely are, and you'll find them if you type in things other than single compass directions. Try CLIMB TREE first, then later CHOP TREE with your rusty but trusty axe. How to stop dying of exhaustion in *Matt Lucas*? Well, what would you do? That's right, SLEEP.

Ian Sealy of Rugby offers the following sequence of commands to solve the beginners adventure in *Lord Of The Rings* in seven moves — HEY, E, E, E, WEAR RING, E, TAKE OFF RING. Ian also says that he knows the *Fourth Protocol* is one of my blindspots (it's a fair cop), so he offers a few clues to get you (or me) going in part one. "The code is needed for entry to Blenheim and Blenheim's number is found under a file called Telephone. Watch Abbs and TURN STANISTAV. Cross reference names on documents. Watch Faulkner, Sopwith and Allen. File on Faulkner is available. Ring car phone, search flat, arrest Allen and transfer him." I've reprinted that as quite a few people have got my blindspot too and they've asked me how to get started in that one. Thanks, Ian.

Paul Drysdale of Dalbeattie has an interesting disease, or so he tells me. It's called *Seabase Deltaitis* and the symptoms are that you can't stop playing that Firebird adventure. The cure is how to make a pancake, what use is it if you do make it, and how do you get past the TV camera? If you've got the bowl, milk, egg and flour then you can MAKE PANCAKE, and don't forget at some point to TOSS PANCAKE.

Philip Hancock of East Ham reckons I should restrain myself. So I've been told, Philip, but let's stick to the subject of adventures. Philip's complaint is that I've recently printed a few solutions to newish games, like *Dracula* and *The Colour Of Magic*, and he says if you've had to wait a while to buy the game, then see a solution in print almost at once, it's hard to resist the temptation to look at it when you're struggling over some problem. Other people also see the solutions, play through them and then boast about solving the adventures themselves. Not fair, says Philip. He thinks I should wait at least a year before printing a full solution, and meanwhile concentrate on giving solutions to the really tough problems, like the recent map of the Goblins' Dungeon did. Others to try in that line would be the start of *The Fantastic Four* and the end game in *Final Mission*. I think there's a lot of sense in what Philip says, and would welcome other readers' thoughts — also suggestions for Really Tough Problems that you might like to see featured.

David McIntyre of Sheffield says he's having a competition to find the worst recently-released adventure. Semi-finalists at the moment are *Necris Dome* and *Masters Of The Universe*, and David says the latter's so bad it doesn't even accept some of the words the documentation tells you to use! He also says *Necris Dome* is so boring that it's almost unplayable. Strong words — anyone violently agree or disagree? Or want to suggest other contenders?

Stephen Salter of Ipswich just wants to know the right words to board the train in *The Shrewsbury Key*. That could be another idea for a regular section — Awkward Inputs. In this case the answer is CLIMB INTO TRAIN. Anytime I come across something that I think is a faulty parser rather than a faulty player, I won't bother to print it backwards. And no doubt my resident critics like David McIntyre and Philip Hancock will complain about that now. You just can't win. Who'd be an adventure writer, eh?

Another letter from an Ipswich direction comes from **Ben Wythe** of Willow Farm. When Ben's not farming willows he's getting stuck in adventures like *Spy Trek Adventure* and *1942 Mission*. In the first Ben asks what use the pound coins are: TROPRIA TA PMART OT EVIG. In the second, what's the safe combination: RALLOC DAER/SEGAP NRUT/KOOB DAER.

Matthew McConkey of McBirmingham wants help on *Kayleth*. What to do with the compost? Well, going S/S/E from 'Near the entrance to an elevator' you should TSOPMOC OTNO RETAW RUOP then TSOPMOC NI BLUB TNALP and TIAW till it SMOOLB and forms SDEES.

Next a letter written by three people — now that's clever. The three are all from Saltash and go by the impressive names of **Paul** and **David van Beveren** and **Aaron Dadds**. Many thanks to this dynamic... no,, sorry, that's a duo, isn't it? Er, thanks to this triffic trio for their solution to *Seabase Delta* and the five names needed to

complete the final part of *Mindshadow*, which are MAILLIW/DERAJ/SRETSAM BOB/NAMCRA/NOOCYT.

Bill Campbell writes from Dublin with a question: "Am I the first to complete *Microman* and *The Mural*?" The answer to which is, not by a long chalk. Sorry, Bill, but solutions to these two reached me from **John Wilson** almost before the games had stopped loading. Thanks for the solutions anyway, and I always welcome these to add to my files.

A thorny letter from **Russ Graham**, who doesn't give his adddress but asks lots of questions about submitting adventures. Do Level 9 and Mosaic accept games sent in to them? Well, Mosaic is in the business of planning and packaging adventures based on existing books, so it wouldn't be interested in an adventure of your own, and Level 9 has only ever published one game from an outside author, *Emerald Isle*, so I think chances are so high against you as to be out of sight. Stick to trying the budget companies. Would Ocean accept your adventure? Again, based on what it's published so far your game would have to be mega-brilliant to stand a chance of Ocean looking at it. Would you have to write a novella to go with it? No you wouldn't. And a totally different question from Russ to end with — which is correct, *Sweevo's World* or *Sweevo's Whirled*? They both are, Russ, depending on whether you've got a 48K or 128K version.

A similar question to some of those comes from **Robert Shaw** of Rosshire, who says that he's hoping to write an adventure based on the film *Terminator*, but wonders what permission he needs as regards copyright. You don't actually need any permission simply to write the game for your own amusement, but as soon as you think about selling it to anyone, or even giving a copy to a friend, then you need permission from the copyright owners. In this case it would probably be the film's distributors, Orion Pictures, and you should write to them to ask who owns the computer game rights.

Robert also has some more straightforward questions, such as how to get anywhere on the boat in *Matt Lucas*. If you've filled it with petrol, got the ignition key and read the map, you should then head S/S/E/E/S/S/W/S/W/S/S. And what about the elixir of life in *Imagination*? First fire the gun in the tank in game 4.

Phew, no more space. See you next month.

news

Venture forth with Mike Gerrard



If, like me, you enjoy the wide selection of adventure fanzines available, you'll be interested in news of what's happening to some of them.

First *Orcsbane*, published in Sheffield by Nick Walkland and a real enthusiasts' effort. A long delay between issues has been caused partly by Nick changing subjects at college, but also by getting rather a poor response to the summer special issue he put out last year. He'd like the next issue to be 80/100 pages long, and is looking for anyone with something to say about adventures, about adventure-related books or films, or with a desire to review games for any machine. So if you've just bought an adventure and love it or hate it, send a few hundred words to Nick at 84 Kendal Road, Hillsborough, Sheffield S6 4QH.

Going from strength to strength is the monthly publication from H&D Services, formerly *The Adventurer's Handbook* but retitled quite simply as *What Now?* From a production point of view, this is definitely the best of the adventure magazines, though it now costs more in order to pay for the glossy covers and high-quality print and maps inside its 80 pages. Play-by-mail, strategy and wargames are now covered, as well as reviews, though the bulk of each issue is devoted to solutions, maps and clues for as many adventures as they can pack in. The good maps are a welcome addition, though an annual subscription sounds high at £16. Still, you could be doing yourself a favour if you invested £1.50 for the latest issue from H&D Services, 1338 Ashton Old Road, High Openshaw, Manchester M11 1JG.

Also looking very healthy these days is *Insight*, from Ron Dawson at 41 Union Court, Otley, West Yorks LS21 3NW. Issue 15 is the latest I've seen, and that's 40 pages with the emphasis, as before, on maps and solutions. It amused me to see my nickname for John Wilson, "The Rochdale Balrog", heading one of John's solutions!

The mag also carries ads for the smaller software houses, a competition and... what more could you ask for... a free adventure for Spectrum owners! The game has very generously been donated by Tom Frost of Tartan Software, a name familiar to regular readers of these sacred pages. I don't know who's paid for it all, but if you'd been a subscriber to *Insight* then you'd have copped for a copy of this impressive little freebie. Copped is the right word as your first job is to escape from a cell, your only possession being the knowledge of the POLICE spell, whatever that might be.

When I reviewed *The Book Of The Dead* from The Essential Myth back in the April issue, I said, amongst many complimentary things, that it 'enjoys all the facilities of *GAC*.' It seems that it actually enjoyed even *more* than all the facilities of *GAC*. But Mike, I hear you say, surely that's impossible? Not if you have a handy little suite of programs called *The Gacpac*, which is now available at £5.95 including p&p from The Essential Myth, 54 Church Street, Tewkesbury, Glos GL20 5RZ.

There are six programs on the tape, and if you're currently writing an adventure using ▶

Incentive's *Graphics Adventure Creator* you might find some of them exceedingly useful. 'Finisher' enables you to incorporate a character set of your own design, as well as a title picture. 'Optimizer' reclaims the memory that *GAC* itself can sometimes waste if you try to remove things from your database. 'Saved Game Creator' allows you to test the adventure from any room, carrying any objects and with counters and flags set to whatever values you choose. The Essential Myth says it's found this very useful in checking links between multi-load adventures. There's also a font designer to use with the 'Finisher' program, and other handy little routines as well.

The same company is also working on *The Essential GAC Notes*, a 16-page booklet covering some *GAC* information (GACFAX?) that isn't available in the instructions or in Incentive's own handbook. Having seen a pre-production copy, I can confirm that there's some interesting stuff in there, but as the price hasn't been finalised yet you'll have to write for details.

● Talking of Incentive, what's all this about yet another new adventure label coming from that company? Called Double Gold, this will feature two *GAC*'d adventures for the price of one, in this case the price of one being £7.95. The first of these double-bills won't be out till the autumn, but Spectrum owners will have plenty to watch out for before then as the original *Ket Trilogy*, about which I still get dozens of letters every month, is being re-released in its three separate bits at £1.99 each.

Another Gold Medallion adventure is also on the way, ready in about July or August according to Incentive, and this will be *Karyssia*, written by *GAC*-user Robert Shacklady and submitted to Incentive for its perusal. Incentive perused and thought the game was great, and it certainly sounds it from what Incentive tells me. Interaction among the characters, combat sequences, 3D perspective graphics, a booklet with the game *and* it's in three parts. Incentive must have taken notice of the criticism it got for its first Gold Medallion releases being overpriced, as this sounds much more like a £7.95 adventure.

THE BIG SLEAZE

You're a dick. A private dick. The name on your office window says you're SPILLADE INVESTIGATIONS. In most Private Eye's offices the writing on the window is backwards, done from the outside. You painted yours from the inside so you can read it okay. Strange, but business has dropped off since you did it.

Business is about to pick up though. The obligatory female enters your office one rainy night and casts the obligatory stunningly beautiful silhouette on the door. You just knew there was something different about this woman. Maybe it was the way she kicked the door off its hinges instead of using the handle. She tells you her story. You listen. Well, it's easier that way. Seems she'd come to New York to meet her father. She hadn't seen him in years, but he'd made good in the Big Apple and arranged a reunion meal at Joe's Diner. That was two weeks ago. She's been waiting ever since and he still hasn't showed. Meanwhile she's suffering from coffee poisoning.

You take the case. You also take the cheque for a hundred bucks she gives you on account. Maybe you should put it in the office safe, the one that's large and pig-shaped. The tail makes for a good handle but they could have picked a better keyhole. Anyhow, the safe is locked, and your bunch of skeleton keys don't fit it. Some private eye.

As you head out of the door a dog arrives and dumps something on the carpet. He should take lessons in good manners from the pig. No, it's okay, it's another cheque, a bit of a photograph, and a note. The note is in code, though the word 'Bollards' is pretty conspicuous. No trouble decoding it. You're Sam Spillade, after all, even if it does say M. Hammer on your lighter.

Outside on the streets, New York's waiting for you. So is your car. So is someone else judging by what falls out of the door: a red stick with a fuse on the end. This is dynamite. Maybe you can stick the stick somewhere else later. The car is an easy-start model — just join the two pieces of wire together. Where to go? Maybe Joe's Diner. Maybe the address on your bank book. Maybe first you better lock the office before you leave. Security? No, anyone sees that pig you'll be laughed out of business. Where do you think you are, Central Pork?

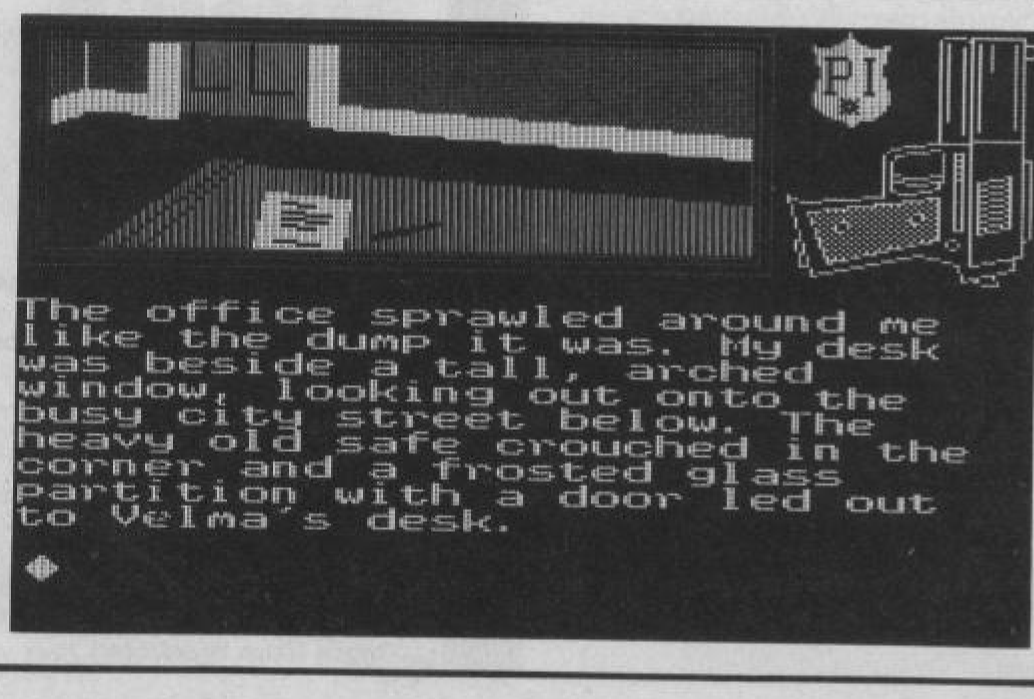
What's happening at the bank? Nothing, dumbo, it's six a.m. What's happening at Joe's Diner? Even less. Time to visit the men's room.

You want some low-down? In *The Big Sleaze* you got three parts, you got Fergus McNeill, you got laughs, you got maybe not the hardest problems you ever had to solve, you got some fancy *Quill* stuff, you got some chick with the cute name of Anna Popkess, you got...you got no Judith Child... what's this, what kinda trick they trying to play, these Delta 4 guys? Better load up *Sceptical 3* and check through the Teletext news pages... never mind the Irish jokes, never mind the Piranha compo, never mind your weird eating habits (I mean who can ever prefer a Wendy to a Whopper?)... we wanna know what's happening... Judith Child is...well, I guess that's bad news and good news. What is it? Buy the game, dumbo, buy the game.

Graphics
Text
Value for Money
Personal Rating
8

FAX BOX

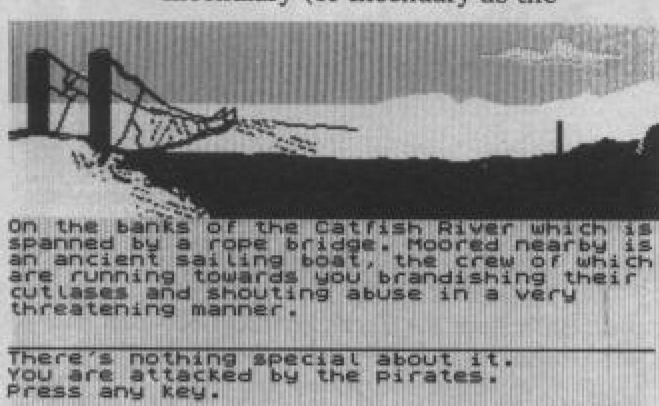
Title	The Big Sleaze
Publisher	Piranha
Price	£9.95



THE TEMPLE OF TERROR

A fighting fantasy adventure? Ian I presume. And quite right, too. With his writing and ideas partner, Livingstone, Steve Jackson, he penned this originally as book 14 in the Penguin Fighting Fantasy series of Gamesbooks, though if Penguin put as many faults into its books as software houses do into their games then it would have gone out of business long ago.

But first the story. Malbordus is the evil one, who "could make plants wither and die simply by snapping his fingers; he could make animals obey him with his piercing gaze." Sounds just like the Ex-Ed. Needless to say, you're the poor sap who's volunteered to do him in (Malbordus, that is), with a bit of help from the old wizard Yaztromo. He gives you a spell book containing four of his greatest hits; the spells of Sleep, Dart, Shrinking and Incendiary (or Incendary as the program spells the spell). Each can be summoned by using the command CAST, and can be used once only.



The screen will look very familiar if you've seen an Adventuresoft game before (and who hasn't?), but after the complexities of *Rebel Planet* and *Kayleth* we're back to the more linear type of adventure here. There's the now-familiar instant problem when you're set down at the start by the Catfish River with some pirates in immediate pursuit, but it shouldn't take you more than a few moves to shake them off.

Many of the commands listed on the instructions don't work, such as GET ALL, DROP ALL and even the simple LOOK, or I for inventory. One command that does, though, and it's welcome, is BOM, or Back One Move, which at least gives you more than one go at those problems needing fairly quick solutions.

A few moves into the scrubland and I encountered a Harpy. A Harpy? What's this, one of the Marx Brothers or one of the seven dwarves? "The razor sharp claws of the Harpy slash the air above your head." Maybe not one of the dwarves after all, but straightforward violence saw this creature off, and several of the early encounters are sorted out in this rather unsatisfactory way: one opponent falls to the sword but not the bow and arrow, another to the trident but not the sword, so there's quite a bit of boring guesswork involved.

The first few genuine problems are quite neatly done, though, and drew me into the game... there's a location sneakily hidden in the scrubland, and a burning hut that sheds some light elsewhere, along with a golden eagle rescue service, a battle with a 'terodactyl', a thirst-making desert, a basilisk with a petrifying stare and a meeting with Abjul the nomad who has a whole range of tempting goodies for sale.

The game has more bugs than the insect house at London Zoo, though. The first time I tried to CAST DART I was told both that the spell worked and that I had already used it. There are others, along with spelling mistakes such as a new variation on the *it's/its* confusion: 'The spear pierces its' flesh' and 'its' nocturnal habits'.

But having said all that, I enjoyed the adventure more than most and it passed the test of "Will I want to go back to it again?" That's why the personal rating's higher than the marks for the adventure's different aspects. But will someone at Adventuresoft please buy a dictionary?

Graphics
Text
Value for Money
Personal Rating
7

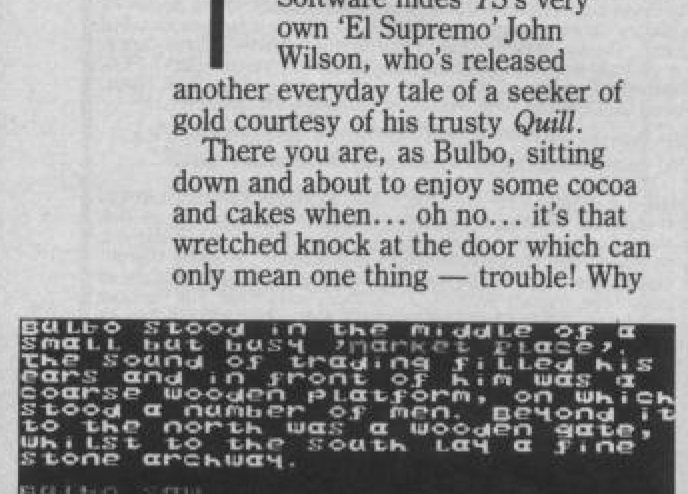
FAX BOX

Title	The Temple of Terror
Publisher	Adventuresoft/US Gold
Price	£8.99

BULBO AND THE 'LIZARD KING'

The Rochdale Balrog strikes again, as the name Zenobi Software hides *YS*'s very own 'El Supremo' John Wilson, who's released another everyday tale of a seeker of gold courtesy of his trusty *Quill*.

There you are, as Bulbo, sitting down and about to enjoy some cocoa and cakes when... oh no... it's that wretched knock at the door which can only mean one thing — trouble! Why can't people leave us adventurers in peace once in a while? Do they think we like always having to go out and save the world and find treasures?



Grand Alf disagrees, though. You did so well on your last adventure, he tells Bulbo, that here's another one for you! Rats. He goes on at the press of a key to tell you that you have to go out and defeat Stratos, who sounds to me more like the owner of the Rochdale Kebab Take-Away than an evil tyrant. So Grand Alf gives you a crystal dagger, tells you to get on with it and beggars off down to the local lake for a spot of fishing. Typical.

Your quest begins at the local market place, where you can choose up to four companions for your trip — but who to choose from the likes of an elf, giant, wizard, thief, swordsman and so on? And should you make room for the moth-eaten donkey you might find if you venture to the lower-class district of the town — that's if you can find it, as not all exits are marked.

Bulbo shows the usual influence from Fergus McNeill, which is no bad thing in itself, and stretches the facilities of *The Quill* somewhat to include commands like PARTY to tell you who you've got with you at any time, RAM SAVE, ASK THE GIANT TO HELP and even, we're assured, LOWER THE DONKEY DOWN THE WELL. The mind boggles at such desperation, but that's usually what I feel when confronted by a Wilson adventure, and this one's no exception.

Not for the faint-hearted, but definitely one for those with a *Boggit*-like sense of humour. Of course I had to ask John Wilson why he decided to call his software label Zenobi. "Because it's the name of my cat," he said. All contributions to the cat food fund no doubt gratefully received.

Graphics
Playability
Value for Money
Addictiveness
8

FAX BOX

Title	Bulbo And The 'Lizard King'
Publisher	Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
Price	£1.99 (mail order only)

SHADOWS OF MORDOR

Melbourne House did itself no favours when it released the first part of *Lord Of The Rings*, and although it was inevitably going to sell well the game was also criticised for its slowness, strange and lengthy loading, an excessive number of bugs and some graphics which were totally out of character for Tolkein's world. Thankfully Melbourne House has learned from its mistakes, and *Shadows Of Mordor*, which follows the second book in the *Lord Of The Rings* trilogy, *The Two Towers*, is an improvement.

The adventure's only in one part this time, and 128K owners have their own special enhanced graphics version, while 48K owners will have to settle for a text-only game with a file of the illustrations on t'other side of the tape. In this one you only get to be Sam or Frodo (or both) as you continue the quest to kill the Dark Lord Sauron, hopefully this time taking the story as far as an encounter with the spider, Shelob. You're advised to keep a map, but "Be warned," the instructions tell you, "maps cannot entirely be relied upon."

At the start Sam's equipped with a sword, matchbox, backpack, cloak, little box, rope and a supply of elven bread, while Frodo's lugging around a sword, cloak, the infamous ring and a small phial of clear crystal. At least I think that's what they're carrying, as I started to have my doubts when I came across a gnarled twisted old tree. I thought it might be worth trying to get Sam and Frodo to hit it for me with their swords. Unfortunately neither of them could see a sword to hit the tree with. An inventory confirmed they were indeed both carrying a sword. Maybe my description wasn't exact enough, as Sam was carrying a beautiful small sword. HIT TREE WITH BEAUTIFUL SMALL SWORD. "Sam doesn't see any beautiful small sword." Aaargh! Even more frustrating when you discover that it's the verb in the command that's causing the problem. BREAK TREE WITH SWORD is what works.

Initially there are just seven locations to explore, and your next move seems to be to somehow get down the cliff face, which requires a complex bit of problem-solving. All very logical and you should get there eventually — but be prepared to keep experimenting... and to save games regularly and methodically. At some point, too, you'll have to deal with Smeagol, who seems to be wandering round at the start of the game under the control of the program. Here, to me, the solution to the problem seems to be a little unfair as you have to do two acts in quick succession — the real time nature of the program sees to it that Smeagol runs away if the second one isn't instantly typed in, and despite my hanging around for a few dozen inputs, Smeagol didn't return so I had to resume an earlier game (long re-load) and have another go at him.

Despite these moans (and you know I like a good moan now and again) I thought *Shadows Of Mordor* was very much better than *Lord Of The Rings*. Response was pretty quick in the 48K version and for once death doesn't seem to lurk round every corner and require constant re-loads of the whole program

The vocabulary has been extended, it seems, and you can now issue lengthy commands to another character rather than just single commands as before. You can switch from one character to the other if you've elected to play both parts, though I'd have thought one command rather than the three options given would have been enough (FRODO/ BECOME FRODO/I AM FRODO all work.)

Shadows Of Mordor reminded me of the pleasure of playing *The Hobbit* for the first time, but with added complexity. Problems can be solved in several different ways, there are various blind alleys and red herrings, and even if you solve the game I think you'll find yourself going back to play it again and trying different tactics. I know many of you, like me, were disappointed with *Lord Of The Rings*, but do give this one a try as Melbourne House has got rid of most of its bad hobbits.



Graphics
Playability
Value for Money
Addictiveness
8

FAX BOX
Title .... Shadows Of Mordor
Publisher .... Melbourne House
Price £7.95

YS SOLUTION

WARNING: A *YS* Solution can seriously damage your adventure playing, so don't read on unless you really want to know.

DRACULA 3

For those of you who are frightened by CRL's *Dracula* — frightened you might not finish it before the inevitable follow-up of *Frankenstein* comes out — here's the solution to the third and final part, "The Hunt", as provided by That Man with the Garlic (poo!), *YS* reader John Barnsley.

Read the notes, head west, examine the chair, wear the coat, examine the pocket. Go and pay the storekeeper, read the paper, go E/N/W, look around, examine the rack and examine the letter 'S'. Go to the station (even though you've missed the last train), go home and sleep, go back to the station, say 'Stratford', W, look around, S, S, and when at Stratford say 'Hawkins'. You then write a letter on the train home, post it at the station, go home and sleep. Go W, take notes, examine desk, take key, W, U, W (Van Helsing will help you catch Renfield), E, unlock the door, look around and take net. Go W, D, S, W, W, W to arrive at the entrance to the forest. Study the map and explore till you notice Renfield in his underwear... sorry, in the undergrowth. Climb the tree and drop the net. When back at your study, go W, S, W, W, W, N, W, N, W, S, E which should take you to the edge of the forest, then go S, S, S, W, N, W, take the stone, E, S, E, E, E, E, examine the hut and then the window, break the window and go W, W, W, W, N, W, S, S, E, S, look around, climb tree, D, take axe, chop tree, W, S, give the axe, N, E, climb tree, N, W, look around, D, take handle, S, take sack and hay, N, E, E, N, look around, take the drawer, looking around and take the knife. Drop the drawer, sharpen handle, S, E, E, look around and examine door till an intense shaft of sunlight falls on it. Remove your monocle, empty the sack, focus the light till door burns down, drop flowers (to delay Dracula), D, look around, examine boxes, place corn in boxes, U, U, look around, examine the tomb and take the remains. Enter the tomb, go east twice and save your game here. Go east again and you now pierce Dracula with the improvised stake and, just to be sure, behead him with the knife. When you've tired of the gory graphics and music, press SPACE a couple of times and you should eventually escape to the garden and a breath of fresh air.

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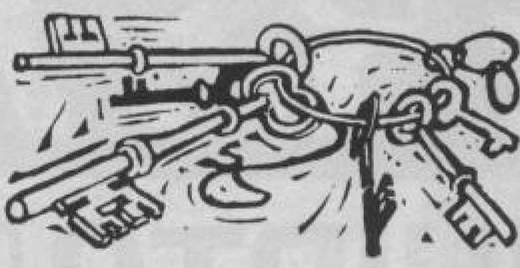
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KIND SOULS

If you ever go across the sea to Ireland, then **Alan Langan** is the one who can help you on *Rebel Planet, Mindstone, Emerald Isle, Robin Of Sherwood, Dun Darach, Master Of Magic, Hunchback III, Redhawk* and *Knight Tyme*. Alan lives at 69 Drumfin Ave, Ballyfermot, Dublin 10.

Still in the Emerald Isle, this time with **Gregory Quinn**, who dares to admit that he stopped buying *YS* for a while but he's seen the error of his ways and is now a regular reader — it's all that Guinness, you know. Gregory's latest successes include *Escape From Pulsar 7, Erik The Viking, Mafia Contract, Claws Of Despair, Golden Apple, Doomsday Papers, Boggit, Golden Baton, Souls Of Darkon, Eye Of Bain, Dracula, The Curse, Mordon's Quest, Planet Of Death, Espionage Island* and *The Castle*. And before I forget it, Gregory's address is 71 Festival Road, Portadown, Co Armargh, N Ireland BT63 5HE.

Thought I'd get the address in, as the other month I listed **Steven Lidgey**'s pretty lengthy collection of solved adventures, then forgot to print his address for people to contact him. As Steven himself said: "What a div you are!" Charming. So that's what my loyal and devoted readers think of me. Anyway, to add to the list in the March issue, Steven Lidgey of (remembers this time) 16 Reservoir Road, Elburton, Plymouth, Devon PL9 8JR has since completed *Castle Colditz, Souls Of Darkon, Mafia Contract I* and *II, Price Of Magik, Adventure Quest, Warlord, Dracula, Kayleth, Colour Of Magic* and *Vera Cruz*.

Rick Alexander asks why the Ed doesn't let the adventure column take over the whole mag, which is a good question, to which the Ed no doubt has a good answer. I'll even enclose a range of brackets for her to choose which she likes: ()[][].

Meanwhile, Rick is prepared to help on *Lord Of The Rings I, Bored Of The Rings, Heavy On The Magick, Mafia Contract II, Seabase Delta, Heroes Of Karn* and *The Hobbit*. Rick's place is 129 Woodhouse Lane, Sale, Cheshire M33 4LW.

Mark Chapman says he can offer helpful hints but not complete solutions on the adventures he's solved, which are *Mafia Contract I, System 15000, Invincible Island, Master Of Magic, Hampstead, Urban Upstart, Gremlins, Subsunk, Mountains Of Ket (Part One), Manor Of Doom, Pyjamarama, Finders Keepers, Everyone's A Wally, Knight Tyme* and *Dun Darach*. The all-important address is 33 Victoria Park Road, Torquay, Devon. (Don't think I'll ever forget an address again!)

Three more titles have fallen to the adventuring skills of **Toby Blake**, 25 Holm Park, Inverness, Scotland IV2 4XT, these having a distinctly Fergussian flavour — *The Boggit, Bored Of The Rings*, and *Robin Of Sherlock*.

That double-act from Northampton, the Whitseys, have been up to their tricks once again, solving *The Boggit, HRH, The NeverEnding Story, The Price Of Magik, Everyone's A Wally, Three Weeks In Paradise, Pyjamarama, Gremlins, Fairlight* and the first part of *Sinbad And The Golden Ship*. Help's available from Deborah and Trevor at 1 Furber Court, The Arbours, Northampton.

Richard Batey should be renamed Richard Batty as he's been in **Kind Souls** once and despite having received over 60 requests for help, from as far afield as Italy, he's coming back for more. This man's a fool! And so am I as I nearly forgot to tell you that he lives at 84 Sycamore Rd South, Sebastopol, Pontypool, Gwent NP4 5AW. In addition to the adventures listed in the January issue of *YS* (where else?) Richard will help anyone struggling in *Bored Of The Rings, Castle Blackstar, Claws Of Despair, Curse, Espionage Island, Inca Curse, Jewels Of Babylon, Jewels Of Darkness, Kobyashi Naru, Magic Castle, Master Of Magic, Matt Lucas, Message From Andromeda, Return To Ithaca, Se-Kaa Of Assiah, Sherlock, Sinbad And The Golden Ship, Spiderman, The Very Big Cave Adventure* and *Zzzz*.

Another return for **Jackie Holt**, who's bought a typewriter as I got her address wrong from not being able to read her handwriting last time. The lengths people go to, just to get their names in print. Jackie's now added *Mutant* and *Imagination* to previous adventures, and her beautifully typed address appears to be 36 Eland Street, New Basford, Nottingham NG7 7DT.

This would also be a return for **Matthew Burke**, except that he hasn't been a **Kind Soul** before. A rousing *YS*-type welcome then for Matthew (yeah-whee-hoo-let's hear it) who lives at 33 Brookhouse Hill, Fulwood, Sheffield S10 3TB and from this very address has solved *Seabase Delta, Red Moon, Worm In Paradise, Hobbit, Fairlight I* and *II, Dracula, Hampstead, Winter Wonderland, Hunchback: The Adventure* and *The Helm*.

Just time for another mention of HALA, the helpline run for Lost Adventurers by **Sonia Griffiths-Glover** at 33 Bellfield Drive, Willerby, E Yorks HU10 6HQ. Sonia's list is really too much to print in full, as the helpline covers adventures for every machine under the sun and runs to seven pages, from *Adventureland* to *Zzzz*, so if you're stuck on one of the less well-known titles then it's worth dropping this helpline a line. Don't forget that they work like a bank — you have to deposit a clue with them before you can draw one out.

ADVENTURERS INTERNATIONAL

Let's start by going down under, so to speak, where they presumably have even more trouble reading backwards writing, to the home of **Craig Larmer** at Wairere Road, Henderson RD2, Auckland, New Zealand. Craig's whole family, all five of them, help him on adventures, though they've been struggling since 1983 on *Knight's Quest* where they can't get out of the barren wasteland. Hardly surprising, with six of you on one horse! According to my information, once you've gone down from the tunnel and south into the wasteland, you then go west-east-east-south-south then go forward and drop the horse and the compass, go east and throw the rope. Four years on one adventure though, Craig — you've got to admit that it's value for money!

One reader living in sunny climes is **Carlos Barbosa** of Lisbon, who offers help on *System 15000* with a few useful phone numbers, like Message Board (746-4460), Seastar Travel (353-2104), R Boon Ltd (348-1408, code needed: 7Y4Y) and Mills Dyson and Co (723-9293, code needed: 6729).

From even sunnier climes is **Alexander Gromow**, Rua Cristiano Viana 1089 ap 93, CEP 05411 Sao Paulo/SP, Brazil. Alexander would like to hear from anyone who can help him on *Valhalla*, where he's found Ofnir and Drapnir but can't progress much further. He asks if there's a book explaining how to play the game, like the one about *The Hobbit*, so how could I resist telling him about *The Spectrum Adventurer* by a certain Mike Gerrard, only £3.95 from Duckworth. The book, that is, not me.

Now here's a **Kind Soul**, a **Lost Soul** *and* an **Adventurer International**, so where do I put him? Here, that's where. **Anders Svensson** of Tradgardsgatan 13, 560 13 HOK, Sweden is prepared to help anyone on *Planet Of Death, The Boggit* and *The NeverEnding Story* while at the same time being lost in various bits of *Eureka*. How do you get the hollow log out of the swamp without being trodden on? SEMIT OWT TIAW NEHT GOL EKAT. And how to make a German uniform? The command you need is a simple MAKE UNIFORM, but only if you have the right bits and pieces: STEKNALB/TENOYAB/TIK GNIWES/HSILOP TOOB.

LOST SOULS

Any experts on *Masters Of The Universe* out there? If so, contact **Philip May**, 73 Fidlas Rd, Llanishen, Cardiff, S Glamorgan, Wales CF4 5LX. Philip's having trouble with his tentacles, so can anyone tell him how to break free of them and also how to deal with the locking spell.

"Dear Sir, Could you please print this in your **Lost Souls** column?" Why certainly. "I would appreciate any help on *Dungeon Adventure, Secret Mission, Lord Of The Rings* and *The House On Damned Hill* (Century City)." This polite soul is **C Kraska**, 12 Hereford Close, Middlesbrough, Cleveland TS5 6PL.

"Aghhh!" That's how the next letter begins. A distressed soul this time, obviously. Distressed by not being able to get past the Great Doors in *Terrors Of Trantoss*, having put the egg in the cup to clear the mist and so far scored 830 out of 2020. Watch out for a solution to this game in these very pages soon, courtesy of **John Wilson**, the man of a thousand solutions. Meanwhile, can someone help this **Lost Soul** out, he's **Don Markwick**, 1 Chailey Close, Langney, Eastbourne, East Sussex BN23 7EB.

More strange titles, the first being *Curse Of The Seven Faces*, where **Neil Watson** is stuck in the hypnotic mirror. Advice to Neil at 79 Poplar Street, South Moor, Stanley, Co Durham DH9 7AX. Next is *The Secret Of Arendarvon Castle*, and in this one **P Turton** is having trouble finding the seventh spell, the 'Disclose' spell. Can anyone disclose its whereabouts to 87 Duchess Way, Queensfield, Upper Stratton, Swindon, Wilts SN4 6TB.

Also wilting in Wilts is **Andrew Sawyer**, 174b Bradford Road, Winsley, Bradford-on-Avon. Andrew's trouble is due to *Kwah!*, where he can't work out the access code for the computer.

Yet even more further other strange titles, the likes of which I've never heard, unlike **Nik Wreyford** of 103 Winchester Rd, Brislington, Bristol BS4 3NL who's stuck in them! Titles like *A Picture Of Innocence* — what do you give the sad man and where do you find it? How to get past the dog and deal with the uniformed man? In *Forgotten City*, where is the coil of wire to pick the lock with and what to do with the soundwave emitter and bottle of arsenic. And in one I've heard of but can't help Nik on, *Necris Dome* — how to make the mandroid near the acid vat malfunction.

Having read my rave review of *The Serf's Tale*, **S Wood** of Bishop Auckland has bought it and promptly got stuck in it. Where can he find the nugget, what use is the wicker cage and what does "Loodybay Ouristtay" mean? Well I can tell him the last one, but we don't allow swear words in *YS*, and if anyone can help with the first two write to Mr Oodway at 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH. He also wonders why adventure companies like Level 9 and CRL don't get together and put out a really good compilation tape along the lines of *Computer Hits*. Sounds a good idea to me.

Paul Lawrence lives at 64 Ayresome Park Road, Middlesbrough, Cleveland TS5 6AS — though he wouldn't if he could get past the customs, these being the ones in *Rebel Planet*. He's also stuck at the trapdoor in *Kentilla*.

Finally some quickies, like how to get out of level 2 in *Ziggurat* for **Hobson Bullman**, 5 Manor Avenue, Fulwood, Preston, Lancs PR2 4DA.

How to open (and first find!) the Gate of Death in *Sorderon's Shadow* for **Bob "Desperate" Ray**, 46 The Ridgeway, Potton, Beds.

Any help at all on *Alter Earth* for **Mark Walker**, 33 Drayton Street, Sherwood, Nottingham NG5 2JR.

Is there a pair of gloves to help find the final treasure in *The Serf's Tale*, and why do the tunnels collapse below the location east of the Y2 room for **John Schofield**, 33 Westfield Avenue, Skelmanthorpe, Nr Huddersfield, West Yorks HD8 9AH.

YS SUPERSTO



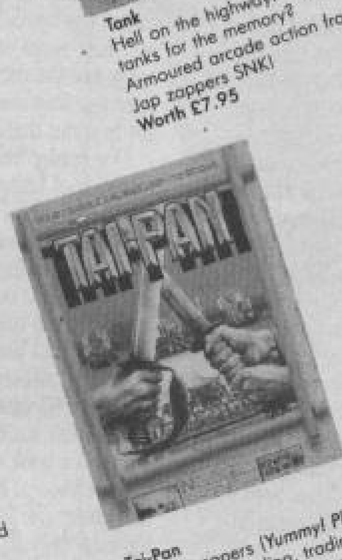
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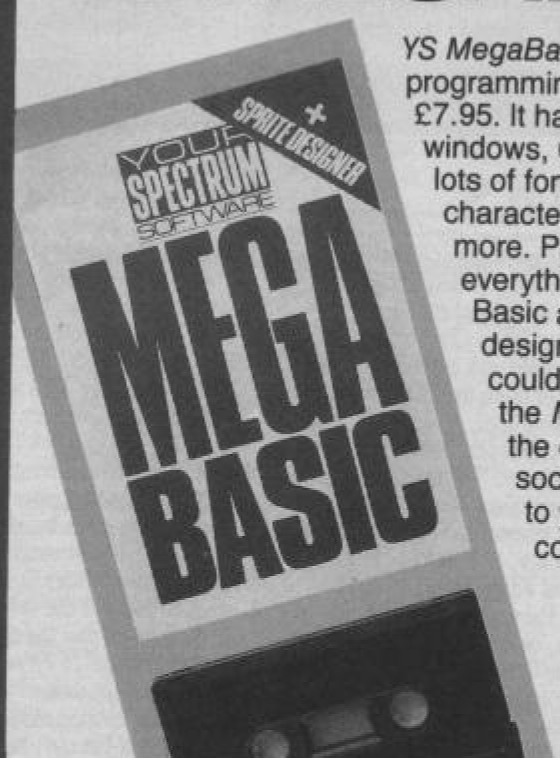


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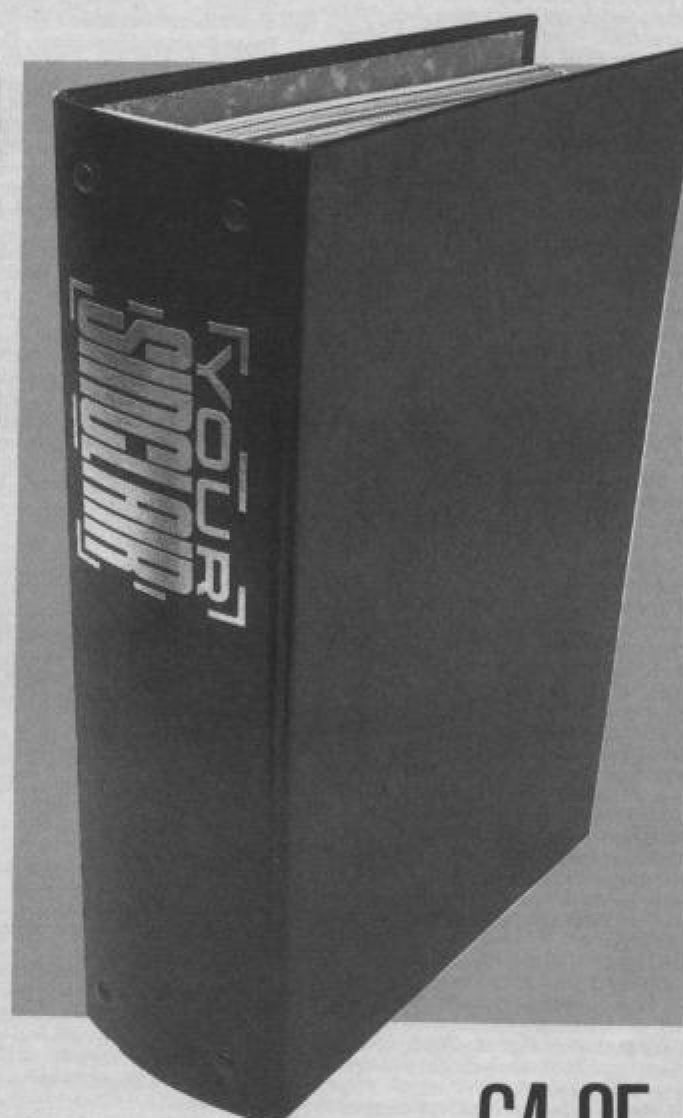
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INPUT • OUTPUT •

WANTED

■ Wanted now! *Minder* for Spectrum 48K. Will swop for either *Leader Board, Space Harrier* and *Fist II*. Please phone Petworth 43154 and ask for Jason.
■ Urgently wanted. *Hypersports*. Swop for one of the following — *Green Beret, Core, Space Harrier* or *Terra Cresta*. Don't delay, write today! Mark Smith, Chine Grange Hotel, 25 Durley Chine Road, Westcliff, Bournemouth, Dorset BH2 5LB.
■ I want *Jack The Nipper, Sports Pack, Indoor Sports, Hit Pack*. I have *Zub, Hurg, Super Gran, Frost Byte, Hyperbowl, Bowl Set Spike, Olli And Lisa, Codename Mat, Cyberun* and *Octagon Squad*. Please phone Chertsey 63523 and ask for Chris.
■ Wanted — Interface 1. Must be in good condition. Write to E Midgley, 4 Westgate, Tranmere Park, Guiseley, Leeds LS20 8HL.
■ I want *Chaos* by Games Workshop and *Transam*. Will swop for wicked new games. Phone Amir on 01-922 9939 now.
■ Wanted — *Into The Eagle's Nest, Popeye, Ikari Warriors* and *Short Circuit* for *Scalextric, Great Escape* and others. Please phone Farnham Common 4253 from 4pm weekdays and ask for Chris.
■ Wanted ZX mircodrive and Interface 1. Offering *Way Of The Tiger, Ghosts 'n' Goblins, Movie, Mindstone, Decathlon, Fist, Green Beret* and 24 more. Paul Fineberg, 39 Fordham Road, Soham, Ely, Cambs CB7 5AH.
■ Wanted — *Bomb Jack II, Auf Wiedersehen Monty* and *Cobra*. Any one, two or all of them for any one, two or all of these: *Paper Boy, Three Weeks In Paradise, Biggles* and *Super Sleuth*. Please phone (0268) 3429 and ask for Steven.
■ Wanted — non working Spectrum. Will pay around £15 for 16K, 48K and +. Will pay £30 for +2. Please phone (0752) 872270.
■ Wanted — working Opus Discovery Disk drive for either 48K or Spectrum+. I am offering up to £190. Please phone Simon after 6pm on (0536) 710278.
■ Will swop *Mailstrom, Footballer Of The Year, Spy Hunter* for your Currah MicroSpeech. Please phone John Moylan or 01-732 3184.
■ Wanted — *Gauntlet, Green Beret* and *Ghosts 'n' Goblins* for Galvan, *Headcoach, Ice Temple* and *Ninja*. Swop four for these three or one for one. Please write to Daniel Fennelly, 57 Allesbury Road, Darlesbridge, Dublin, Eire.
■ Wanted — working Alphacom in good condition or full size dot matrix printer. Swop for *Sentinel, Elite, Gauntlet, Auf Wiedersehen Monty, Academy, Krakout, Frost Byte*. Phone (0752) 404264 or write to Gary Organ, 2 Reservoir Road, Elburton, Plymouth, Devon PL9 8JR.
■ Wanted — *Dragon's Lair*. Will swop for *Ghosts 'n' Goblins*. Please phone Easingwold 810354 and ask for Mark after 6pm.
■ Wanted desperately — *Barry McGuigan's Boxing*. Will swop for *They Sold A Million II* (includes *Match Day, Knightlore, Match Point* and *Bruce Lee*). Please write to Paul McEwan, 27 Quarry Road, Locharbriggs, Dumfries, Scotland.
■ Wanted — *Glider Rider*. Will swop for *Acrojet, Gauntlet, Nightmare Rally, 1942, Top Gun, Breakthru, Dandy, Infiltrator, Abu Simbel, Zoids* or *Space Harrier* (pick any two). Please phone Robert on (0904) 790911.
■ Wanted — a 128K Spectrum keypad. Will pay up to £15. Write to Paul Thompson, 5 Donnington Court, Castle Dean, Freeman Road, Newcastle upon Tyne NE3 1TP.
■ Wanted — *Silent Service*. Will swop any three of the following: *Bobby Bearing, Storm, Cyberun, Knight Tyme, Gunfight*. Please write to Mark Camp, 6 Lyd Close, Wednesfield, West Midlands WV11 1XG.
■ Wanted — *Kung-Fu Master*. I'll give you *Hypersports* and *World Series Basketball*. Please phone (0282) 52014 and ask for Tristan after 6pm.
■ Wanted — *Gauntlet, Cobra* or *Spy Vs Spy* for *Hypersports*. Write to Paul Rudge, 4 Palin Drive, Great Sankey, Warrington, Cheshire WA5 3BW.
■ Wanted — *Rock 'n' Wrestle, Football Fever, Handball Maradona, Racing Game* and *Surf Camp*. Swop for *Durell's Big 4, Yie Ar Kung Fu* or *World Series Basketball*. One for one. Please phone (0663) 43843 and ask for Paul.
■ Wanted — Sinclair pocket TV. Will swop a light pen and *Thanatos, Cop Out, Sam Cruise, Head Over Heels, Shadow Skimmer* and *Bomb Jack II*. Please phone Bill on (0245) 75660 after 5.50pm.
■ Wanted — *Firelord* and *Heartland*. Will swop for any games including *Durell's Big 4, Great Escape, Cobra, Amazon Women, Terminus* and *Way Of The Tiger*. Please write to Stuart Nicoll, Wilmar, Newtyle Road, Muirhead, Dundee DD2 5QP.
■ Wanted urgently — any cheap printer for cash or software except ZX/Alphacom. Please phone (0469) 75515 and ask for Matthew.
■ Wanted — *F15 Strike Eagle*. Will swop for *Nemesis, Final Challenge, Heart Attack, Soft Aid* and *Chequered Flag*. Write to Trever Beamish, West Green, Dunmanway, Co Cork, Eire.
■ Wanted — *Battlefield Germany* for *Tarzan, Future Games, Storm, Thrust II*. Also Melbourne House's *Spectrum Machine Language For The Absolute Beginner*. Swop for *Cauldron II*. I'll also swop HiSoft's Spectrum *DevPac* for *Thanatos, Crash Smashes II* and *Molecule Man*. Phone Paul on 031-449 7208.
■ Wanted — any US Gold games, and all the latest software for the Speccy. I have over 350 games to swop such as *Mario Brothers, F15, GAC, Star Raiders II*. Please write to me — John Vallachi, PO Box 27, Lange Gracht 28, Kapelle, The Netherlands.
■ Wanted — Datel light pen. Will swop for software such as *Dan Dare, Ghosts 'n' Goblins, Jack The Nipper*. Light pen must come with instructions, software and interface. Please write to P Dodsley, 44 Fairbank Crescent, Sherwood, Nottingham NG5 4DF.
■ Wanted — VTX5000 modem, Currah MicroSpeech, Interface 1, Kempston Mouse, carry case, light pen and software, *Advanced Art Studio*, dust cover, software and POKEs. Please write to Richard Spiller, Cloverdown, Wild Oak Lane, Trull, Taunton, Somerset.
■ Wanted — complete solution to *Hampstead*. Please phone 01-987 2867 and ask for Jay after 4pm.
■ Wanted — Multiface 1 for *GAC*. Or VTX 5000 for *GAC* and two of the following: *Chuckman, Devil's Crown, Fighting Warrior, River Raid, Fifth* and *Pyramid*. Please write to Matthew Barton, The Old Vicarage, Broadwoodwidger, Lifton, Devon.
■ Wanted — *Gauntlet* and *Uridium* for *Star Games I* or *Lord Of The Rings*. Please write to Paul Sheehan, 24 Fearnog, Shannon, Co Clare, Eire. I will also give *Bruce Lee* or *Finders Keepers*.
■ Wanted — VT5000 modem and RS232 interface. Will pay £10 and give some software such as *Hardball, Thrust II, 180, Trap Door, Feud* and *Olli And Lisa*. Please write to Steven Fitzgerald, 12 Goose Acre, Cheddington, Nr Leighton Buzzard, Beds, LU7 0SR.

MESSAGES, CLUBS & EVENTS

■ PBM! Win *The Super Cup*. Can you manage a football team? Only the best managers are rewarded! Excellent trophies awarded. Please send an sae to Innovative Games, PO Box 22, Rainham, Gillingham, Kent ME8 9DZ.
■ POKEs galore. 400 for £1. Write to G Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL.
■ 48K rubber keyboard with membrane template etc. wanted. Will swop for games or will buy. Please write to Ronan McEvoy, 23 Sidmonton Court, Bray, Co Wicklow, Eire.
■ David — Fraser Here. Didn't know if I could say "hiya" under the Software column, even though I had two words left over. So I'll say it now... Hiya David!
■ Wanted — mouse compatible with the +2. Will swop for Sinclair joystick, *Gunfright, Super Cycle, Great Escape, Legend Of Apache Gold, League Challenge, Ninja, Agent X* and more. Please phone Colin on (0324) 24573.
■ He's gone! King Ian Rush is in Italy, but we shall remember him. He was the Messiah of English football. Remember always Rushie — You'll never walk alone! The Fan.
■ Need any help completing games? If so, contact me for maps, POKEs and general tips on most old and new games. Send me your list and I will try to help. Write to Richard Spiller, Cloverdown, Wild Oak Lane, Trull, Taunton, Somerset.
■ 50 games tips all on one list. Ten pages in all, loads of POKEs. Only £1 inc p&p. Write to Grant Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL.
■ POKEs! POKEs! POKEs! Please send an sae and twenty pence to Gareth Neenan, 3 Maple Road, Kiveton Park, Nr Sheffield S31 8PH.
■ Super swoppers! Swop unwanted programs. Send an sae for details to SSC, 27 Mansfield Road, Eastwood, Nottingham. Send a friend's sae and you get one swop free! Don't forget to say which is your sae and which is your friend's.
■ Micro Bulletin Board, Voyager, is now on-line, 6pm to 8pm every night. Phone (030678) 406. Please use ring-back system. Voyager is in the Dorking area. Sysop Alastair Gould.
■ Lots of POKEs on tape for £1, together with maps. Please writer to Jason Harmon, 9 Avocet Drive, Irlam, Manchester M30 6PJ.
■ Hi girls! Why don't you go swimming at Avendale Baths in Stockport and meet three lads who go swimming there at 1pm to 1.30pm on Saturdays. If you are 15-17, why not have some fun and meet us? Si, Jones and Dyln.
■ Wanted — a Sinclair C5, cash paid. Also wanted, a joystick interface for the Acorn Electron. Phone 01-514 8210 and ask for Philip after 6pm.
■ Chips! The new and bright computer fanzine. Only 10p for your own advert. First issue only 30p inlcuding p&p. Write to Robert McSherry, 9 Bateman Close, New Whittington, Chesterfield, Derbyshire.
■ Recherche personne ayant ZX 48K et au moins 250 programmes et habitant la region Parisienne (France). Envoyez votre liste. Reponse assuree si vous habitez en 78, 750092. Gregoire du Bouexic, La Roseraie, Bat. J, 25 rue du Belvedere, 78750 Mareil-Marly, France.
■ POKEs. Over 60 old and new POKEs for the price of 65p. There is also a free game to the first person to order. Please send an sae with cheque or PO to Paul Lewis, 45 Epworth Road, Rhyl, Clwyd, N Wales.

PEN PALS

■ Computer penpal club. We put you in touch with any number of people that you want to write to. Send now for details and a membership form to Computer Penpals Club, 35 Clumber Avenue, Edwinstowe, Mansfield, Notts NG21 9PE.



■ I'm looking for a male penpal aged 14 to 17. I like Five Star and Level 42. I like lots of sports. I have a Spectrum 48K. I would like to hear from people anywhere. Please write to Jennifer Corcoran, 37 Garry Drive, Fox Bar, Paisley, Scotland PA2 9BX.

■ Hi! I'm a 12 year old male who would desperately like a male or (preferably) female penpal. I'm into computing on the 48K, pop music and Manchester United. Please write to Scott Summerlin, 44 Shaftesbury Avenue, Sandiacre, Nottingham NG10 5GU.
■ I would like a penpal (male or female). I am 13 and would like someone of the same age. I like computers and good music. All letters will be answered. Stuart Drake, 68 Rothbury Road, Wymondham, Norfolk NR18 0PD.
■ Crazy 19 year old ZX 128 owner wants to dig all you groovy Speccy chicks for game swopping etc. Into Bay City Rollers, The Osmonds and The Spands. Process your words my way! John Hanoush, Wendron-Gordon House, Ednall Lane, Bromsgrove, Worcs B61 7DU.
■ 14 year old male wants penpal of similar age, male or female, to swop games, tips, hints etc. I have over 140 titles. Please try to incldde a photo and a list of your games. All letters get a reply. John Wigham, 138 Rookhill Road, Pontefract, W Yorks.
■ I'm a 12 year old male looking for a male or female penpal from anywhere abroad, between 12 and 13. Please send a photo. I own a 48K Spectrum. David Llewelyn, Crud-Y-Gwynt, Fforddgwyndy, Penrhosgarnedd, Bangor, Gwynedd, N Wales.
■ I'm Pierre King and I would like a female penpal. I'm 14 and would like a penpal of 13-15. No need to own a computer. Please write to 1 Lancing Close, Werrington, Peterborough PE4 6QX.
■ Hi there! I'm looking for penpals from Brigadoon to Timbuctoo (preferably handsome males between the age of 14 and 16). I'm a lonely 14 year old girl who likes all music and films. Delighted to hear from anyone. Scribble to Kirstie Smart, 205 Ashgill Road, Milton, Glasgow, Scotland G22 7SB.
■ I am a 16 year old female, seeking male penpals (14+) into Speccies and QLs, Heavy Metal, having fun, most sports. Please enclose a photo. R Goodwin, 93 Beech Grove, Guildford, Surrey GU2 5UX.
■ 15 year old *2000AD* fan seeks penpal of any kind. My interests include fantasy, Sci-fi and computer games. All letters answered. You'll be a Grexnix not to write. Feargal Gallagher, Ardagh, St Johnston, Lifford, Co Donegal, Eire.
■ Slightly mad Swede, 19 years old, would like penpals of all types. Over 450 titles to swop. Everything, even threats, will be answered. Write to Tomas Andersson, Nordvallsvag 3J, 77700 Smedjebacken, Sweden.
■ 13 year old male would like any humanoid female. Likes all sports, computers and pop music. Please send photo. All letters answered. Write to Louis Romane, 50 Horsendale Avenue, Nuthall, Nottingham.
■ I would like a penpal, any age, from anywhere in the world, to swop software, tips, POKEs and maps. I am 16 years old. I would also like help with programming. Steven Hudson, 8 Kippielaw Park, Mayfield, Dalkeith, Midlothian, Scotland.
■ I am a 14 year old boy who would like a penpal from America (preferably female). Interests are sport and computers. All letters answered. Please send a photo if possible. Paul Tong, 7 Brackenhill Drive, Meikle Earnock, Hamilton, Scotland.
■ 14 year old male would like to write to a good-looking female owner of a Speccy 48K, aged 13-15. Please send a photo. Neil Dawson, 51 Hemsworth Road, Gorton, Manchester.
■ 15 year old female is searching for a (preferably good looking) male penpal, aged 14-16, to swop games and tips with. Please enclose a photo. Kirsten Platter, 13 Beech Park, Redhill Cross, Crediton, Devon EX17 1HW.
■ I am a 14 year old boy who would like to swop utilities, programs, problems, ideas and good music (Bauhaus, New Order etc). Please write to Francisco Pinho, Rua Do Jardim 598, Vilar Do Paraiso, 4405 Valadares, Portugal.
■ I would like a penpal aged 14-16 I can swop games, tips, POKEs with. I have 300+ games including *Leader Board, Fist II, Jail Break, Gauntlet, Top Gun, Scooby Doo, Space Harrier, Yie Ar Kung Fu II, Footballer Of The Year, Agent X, Great Escape*. Please write to Graham Finney, 14 Greenhill Road, Billinge, Nr Wigan, Lancs.
■ 128+2 owner would like a penpal, any sex, aged 12-16, to swop games and tips for 128/48K games. Please write to Liam McKay, 14 Sycamore Avenue, Guide Post, Choppington, Northumberland.
■ Good looking cool guy seeks girl urgently. Please enclose a photo to E Malone, 29 Hatherton Street, Stafford, Staffs. Must be pleasant and sporty — I would prefer you to be local!
■ 24 year old 128 owner seeks penpal, preferably female 18+, but all letters will be answered. Likes PBM, strategy games, music and sports. Go on, make my day! John Morton, 7a Balfour Street, Burton upon Trent, Staff DE13 0TT.

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HARDWARE

■ Cheetah MIDI interface, unused, boxed, unwanted gift for MK5 keyboard. Will sell for £15 or swop for ZX printer. Please phone Paul on Blackburn 54355 anytime.

■ Printer for sale, Extel M30. 80 column dot matrix. £35. Please phone 061-338 5003 and ask for Colin.

■ 48K Spectrum, VTX 5000 modem, Quickshot II joystick and interface. Also software worth over £50, plus about 30 magazines. All for £160. Phone (0264) 781626 and ask for Max.

■ Will swop a MSX computer and games for a SpecDrum with instructions and an Interface 1 and microdrive with instructions, or the Opus Discovery Disk drive for the 128K with the manual. Please write to Lippy the Baboon, The Mad House, 135 Raven Court, Old Trafford, Manchester M15 5QA.

■ Swop an electronic organ for an interface 1 and microdrive. Phone (0372) 386930 after 6pm.

■ I will swop a Cheetah RAT infra-red joystick, *White Lightning*, *Machine Code Test Tool* for a VTX modem and operating software. Please phone (0424) 752819 and ask for Paul.

■ Spectrum 48K and Saga 1 Emperor keyboard, Ram Turbo and Crackshot joysticks with 30 new title games. £90 ono. Please phone Hednesford 71948 and ask for Simon anytime.

■ Spectrum+, Opus Discovery (twin drives), multiface, Kempston mouse, 24 disks, machine code books (including *Programming The Z80*), software and lots of magazines, Saga 3 Elite keyboard. £399 ono. Phone (0203) 615543 after 6pm.

■ Spectrum+, SpecDrum, lightpen, joystick interface, £375 worth of software including *Artist II*, *Silent Service*, *Elite*, *Starglider*, *Acrojet*, *Psi-5*, *Zoids*, *Quazatron*, *Fairlight*, *Bomb Jack*. All worth £560, sell for £240 ono. Please phone (07048) 77892 and ask for Richard.

■ 128 Spectrum, Discovery Disk drive, Multiface 128, sound sampler, joystick, printer, disks, over £700 worth of games, mags. All worth over £1200, will sell for £650. Please write to Darren Wilson, 53 Danes Way, Brentford, Essex CM15 9JT.

■ Swop ComCon programmable interface for any complete light pen or ZX printer. Write to Kevin O'Neill, c/o 1 Broomley Crescent, Tullichewan, Alexandria, Dunbartonshire G83 9BS.

■ For sale: Spectrum +2, including joystick, Cheetah sound sampler, printer, £100 worth of 128K software and £400 worth of 48K software, will sell complete for £300 ono. Please phone (0322) 521717 after 6pm and ask for Simon.

■ Spectrum for sale. Ram Turbo interface with two joysticks, tape recorder plus many games. Will sell for £150. Phone (07292) 2443 and ask for Ben.

■ Protek switchable joystick interface and eight games including *Nosferatu*. £20 ono. Please phone Epsom 41505 and ask for Ben.

■ Spectrum 48K for sale, in good condition and I am prepared to sell my Currah MicroSpeech as well. £70 ono. Phone Richard on (0923) 675427 after 6pm weekdays, please.

■ 48K Spectrum, Kempston interface, Quickshot II joystick, data recorder plus spare set of all leads including powerpack, £50 worth of games including *Gauntlet*, *Golf*, *Shaolin's Road* and many more. Please phone Brighton 721339 and ask for Lee.

■ Kempston E Centronics printer interface 15. Dk'Tronics programmable joystick interface £5. Please phone (0279) 814356.

■ Spectrum 48K, LoProfile keyboard, Quickshot Turbo and Kempston joystick, Interface, SpecDrum, sound sampler, £400 worth of software. Worth over £600, will accept £200 ono. No reasonable offer refused. Phone (0246) 866628 after 6pm.

■ Spectrum 48K with minor keyboard fault, Cheetah 125 joystick, interface, books, games — all for £35. Please phone (02317) 2902 at weekends and ask for Conor.

■ Spectrum 128K+2, Sinclair joystick and six games. All boxed including manuals, and only five months old. Mint condition. £120 ono. Please phone (0236) 721095 and ask for Brian.

■ Spectrum 48K, datacorder, Alphacom 32, Dk'Tronics keyboards, Dk'Tronics lightpen, Protek joystick interface, Quickshot and Kempston joysticks, 100 games. Will sell seperately. £135 ono. Please phone Telford 56881 and ask for Christopher. Need a quick sale.

■ Spectrum 48K+, accessories, joystick, tape recorder, magazines, games — total value £240, but want quick sale for £70. Please phone Matthew on (0252) 725503.

■ Casio PB-700 pocket computer c/w 12K RAM (expandable), graphic display, set of rechargable batteries, charger, manuals and program library. Worth £210, will accept £100 ono. Phone (0705) 255789 and ask for Baz.

■ For sale — Multiface 1 with Quickshot II joystick. £35. ZX Printer with four rolls of paper £20. Both in perfect condition. Please phone (0833) 40896 and ask for Alan.

■ Opus Discovery with *Transexpress* and six blank disks for 48K Spectrum+ £60. Alphacom 32 printer plus five rolls of paper for Spectrum+ £20. Datel Kempston joystick interface £5. Phone (0280) 704664.

■ DK'Tronics speech synthesiser and light pen for sale, used once or twice £35. Phone Stephen on 01-485 1615 after 6pm Mon-Fri.

■ 48K Spectrum, Emperor keyboard, Interface 1, microdrive, data recorder, ZX Print III interface, HR5 Brother printer, books, magazines, *The Complete Spectrum*, £140 worth of software — games and utilities. Sell for £280. Please ring (0487) 812346.

■ 48K Speccy, Beta+ interface, 800K drive, LoProfile keyboard, Protek joystick and interface, books, mags, VTX modem, £400 worth of software on tape and disk. Worth £1000, but will sell for £450. Please phone Mark on (0225) 330068 evenings.

■ 128 ZX Spectrum+2, Sinclair joystick, Magnum pistol-grip joystick, Kempston interface, some games, manual — five months old, hardly used at all. Phone (0332) 756427 after 5pm and ask for Michael.

■ Rotronics wafadrive, immaculate condition, 2/128K wafas and £164K wafa, *Spectral Writer* (WP), Wafadrive Toolkit wafa, includes all manuals, still boxed. A steal at £55. Please write to Graeme Cloughley, 36 Mungalhead Road, Bainsford, Falkirk, Scotland FK2 7JF.

■ ZX81 (not in working order) and power pack. Any offer considered. Please phone (0272) 854156.

■ Spectrum 48K+, Kempston Pro interface and ten recent games for £120. If you're interested, please phone 061-902 9174 after 5pm and ask for Raymond.

■ For sale: Spectrum 48K, wafadrive, wafas, SpecMate, light pen, Ram Turbo, over 300 games including *Art Studio*, 26 issues of *YS*. £300 ono. Please phone Jon on 051-608 3881 after 5pm.

INPUT · OUTPUT ·
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Selling your hardware? Swopping your software? Have you a message to give to the rest of the world? Then put a free ad in *YS* and await results!

SOFTWARE

■ Swop *Dan Dare*, *Firelord*, *Dandy*, *Hotshots*, *ACE*, *Rock 'n' Wrestle*, *Price Of Magic*, *Fourth Protocol*, *Hacker*, *Kwah!*, *Molecule Man* and more. Phone (0322) 63738 and ask for Nick, or send your list for mine to Nick Rigg, 5 Philip Avenue, Swanley, Kent.

■ I will swop *Explorer*, *Scooby*, *Contact Sam Cruise*, *FA Cup* and *Wham!* for *Auf Wiedersehen Monty*, *Saboteur II* or *Enduro Racer*. I also have *Arkanoid*, *Cobra*, *Gauntlet*, *Konami's Hits* and *Dandy*. Please phone Kenny on 031-339 1758.

■ I have over 300 games to swop, such as *Pub Games*, *Rana Rama*, *Gauntlet*. Send an sae to Fab Gaz, 29 Bridge Farm Lane, Clifton, Nottingham for my list.

■ Will swop Kempston interface, *Bobby Bearing*, *Super Soccer*, *Cosmic Wartoad*, *Amazon Women*, *Cyberun*, *Enigma Force* and *Storm* for *Dragon's Lair II*, *Lightforce*, *Gauntlet*, *Judge Dredd*, *Heartland* and *Amaurote*. Please phone (0409) 2018 and ask for Sion.

■ Loads and loads of games to swop. For example: *Bomb Jack II*, *Leader Board Nemesis*, *Arkanoid*, *Judge Dredd*, *Rana Rama*, *Thrust II*, *Eagle's Nest*. Don't wait! Send your list for mine to Dan Nielsen, Tornskadevaenget 4, Snestrup, 5210 Odense NV, Denmark.

■ Software to swop — *Bomb Jack II*, *Super Soccer*, *NOMAD*, *Supersleuth*, *Ghosts 'n' Goblins*, *Cauldron I* and *II*, *Movie* and more. Any swops offered? Please write to Andrew Hayes, 14 Lilla Close, Whitby, N Yorks YO21 3LY.

■ Over 1000 games to swop. I'd also like any piece of hardware for the Speccy. Please write to Andreas Panayotidis, T. Vassiliadi 17, Ano Toumba, 54352 Saloniki, Greece.

■ I desperately want *PAW* or *GAC* adventure writing systems. I'll swop software including *Terra Cresta*, *Super Soccer*, *Breakthru*, *Cobra*, *Tennis*, *Ghosts 'n' Goblins*. Please phone Chaz on (0494) 448273.

■ Hi there! I will swop *Gauntlet* for *Uridium* or *Fat Worm*. Please write to Martyn Stevens, 10 Colville House, Bishops Way, Bethnal Green, London E2 9HX.

■ Swop my *Starstrike I* and *II* for *Nosferatu* and my *Tapper* for *Split Personalities*, and *Kung Fu Master* for *Brian Blood Axe*. Write to Jason McPhie, 172 Park Lee Road, Blackburn, Lancs BB2 3EX.

■ I have *GAC* and will swop for *Leader Board* and *Enduro Racer* or ZX or Alphacom printer in good condition with paper. Please phone Epsom 41505 and ask for Ben after 4.30pm.

■ Lots of games to swop — old and new — like *Nemesis*, *Judge Dredd*, *Super Cycle* and lots more. All letters guaranteed an answer. Send your list for mine. Robert Gabriel, 67 Highland Terrace, Uffculme, Devon EX15 3EN. PS About time, isn't it, Trevor!

■ Swop *Academy*, *Tau Ceti*, *Hijack* and *Turbo Esprit* for *Elite 128K* or *Starglider*. Also *V* and *1942* for *Xeno*. Please write to Brian Cooper, 19 Meadow View, Kildrum, Cumbernauld, Scotland G67 2BV.

■ I will swop my *Double Take* or *Pentagram* for one of these: *Short Circuit*, *Starstrike*, *Sceptre Of Bagdad* or *Future Knight*. Please write to James Turner, 27 The Dene, Wembley, Middlesex HA9 9QS.

■ 128K and 48K games wanted to swop. I have *Auf Wiedersehen Monty*, *Saboteur II*, *Enduro Racer*, *Head Over Heels*, *Sidney Affair*, *World Games* and loads more. Please phone Julian on (0705) 375583.

■ I will swop *Academy* for *Gauntlet* — must be in good condition, 'cos my *Academy* is! Mark Green, 45 Sochi Court, Edinburgh Place, Cheltenham, Glos GL51 7RR.

■ Will swop *Frankie*, *A Day In The Life* and *Bump Set Spike* for *Graphic Adventure Creator*. Please phone (0532) 853833 between 6 and 7pm and ask for Mark.

■ Will swop *Heavy On The Magik* for *The Price Of Magic*. Please write to Fraser Hamilton, Chez-Nous, Delhi Road, Eastriggs, Annan, Scotland DG12 6PE.

■ Will swop one of *Asterix*, *ACE*, *Stainless Steel*, *Xarg*, *Infiltrator*, *Miami Vice* or *Steve Davies' Snooker* or *Rock 'n' Wrestle*. Please phone Chris on 01-291 1704 anytime.

■ Swop *Speed King II*, *Octagon Squad*, *Ghosts 'n' Goblins*, *Saboteur* and *Superman* for *Questprobe 3 — The Fantastic Four Part 1*, *Hijack*, *Spiderman*, *Miami Vice* and *Hulk*. Please write to Mark Gore, 67 Eversley Avenue, Barnehurst, Kent DA7 6RE.

■ I have *ACE*, *Superbowl*, *Dambusters*, *Fourmost Adventures*, Currah MicroSpeech, *Lord Of The Rings*, *Ballblazer*, *Zoids*, *Fourth Protocol*, *Erik The Viking*. Will swop for *Think*, *Great Escape*, *Scalextric*, *Top Gun*, *Acrojet*, *Premier II*, *Annals Of Rome*. Please write to Steve Komor, 80 Graham Avenue, Penyfai, Bridgend, Mid Glamorgan.

■ I would like *Hustler* or any good Pool simulation, also *Ghosts 'n' Goblins*, *Enduro Racer*. I'm offering *Boulderdash*, *Colony*, *Pentagram*, *Thrust II* and others. Please contact Campbell Robinson, 1 Kenilworth Crescent, Greenock, Scotland PA16 9DU.

■ Swop my *GAC*, *Dandy*, *Galvan* and *Nexor* for *Elite*, *Cobra* and *Short Circuit*. Others considered. Please phone Mike on (0604) 493046 after 4pm.

■ Will swop my *Desert Rats* for *Arnhem* or will swop my *Turbo Esprit* for *Footballer Of The Year*. Write to Paul Hudson, 4 Caryl Road, East Bowling, Bradford, W Yorks BD4 7RQ.

■ Anyone interested in swopping software? Your list for mine. Also, swop ideas in programming 48K Spectrum Basic and machine code routines. For sale — ZX81 computer 16K RAM pack, Sinclair printer and carry case. All as new for £50. Please write to Roger Brookes, 18 Harborough Road, Rushden, Northants NN10 0LT.

■ Swop *Green Beret* for *Pyjamarama* and *Rock 'n' Wrestle* for *Paper Boy*, *The Young Ones* or *War Games* and *Rocky Horror Show*. Les Charleston, 4A Chynoone Hill, Newlyn, Penzance, Cornwall TR18 5WD.

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BRADWAY SOFTWARE (YS)

LETTA-HEAD PLUS The most versatile Spectrum utility program for designing and printing business and personal stationery; receipts, letterheads, labels, posters, etc. Create the design on screen using inbuilt graphics or load any SCREENS from an arts package, add text from the library of 25 different fonts, select the required output format and print all the copies you need. **Price only £9.00.**

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Bradway Software programs drive most (currently 16 different) interfaces; Letta-Head, Dumpy & Lin-O-Type require as Epson compatible printer and are compatible with Microdrive, Wafadrive & Disc. Prices are for cassettes, include full instructions and P&P within Europe; please add £2.00 worldwide airmail postage, £1.50 for microdrive cartridge or disc. Send for further details!

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48K/128K Spectrum Utilities

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★ ★

MULTILOAD **£7.95p**
is a fully automatic, menu driven utility which will load your own cassette software like expensive commercial programs. It will provide any combination of the following:

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- No loading border
- Choice of 7 loading speeds
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Amaze your friends by creating sophisticated loading routes for your own programs. Existing commercial programs could also be customized with a little programming experience and the help of CODE SLICER 2.

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CODE SLICER 2 **£5.50p**
is an advanced cassette handling utility which will read ANY section of a tape into ANY store address. You can read tapes created at any of 7 different speeds, list invisible Basic programs, remove the 'auto-run' if required, split large files into sections, remove SCREEN$s, list the size of headerless files, etc., etc. Many examples are shown in the instruction manual for disk and Microdrive transfers and general hacking.

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KWIKLOAD 2 **£6.95p**
will convert your 48K cassette to load at 8 different speeds with a potential saving of 4 times the normal loading time. No additional hardware is necessary and a converted program loads independent of the KWIKLOAD tape. Additional routines and instructions are provided for people with programming experience to convert 128K programs.

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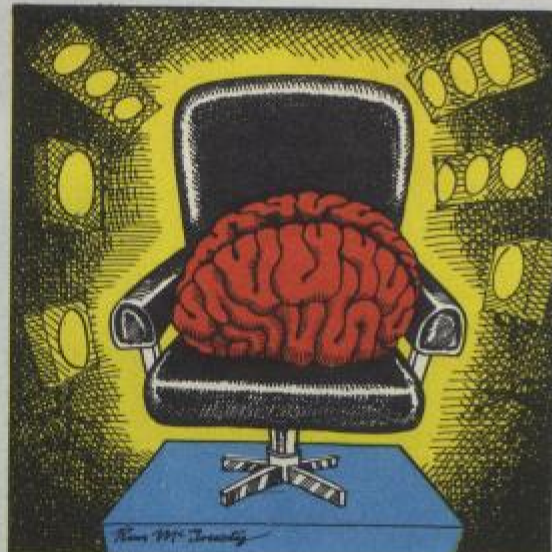
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THE YS/US GOLD COMPUTER BRAIN OF 1987 AWARD

Show off your encyclopaedic knowledge of Speccy gaming — and win the prestigious *YS/US Gold* Computer Brain engraved trophy!

Are you a real games buff? Do you find that joystick juggling dominates your entire waking existence? Have you played everything, and then some? Well, if you've spent hours glued to your Speccy and monitor, you've probably built up a fairly staggering store of knowledge, all just waiting to be tapped. And you probably know more than you think. So why not prove it? Here's your chance to show everyone that you deserve the *YS/US Gold* Computer Brain Of 1987 Award.

So what's it all about? Over the next four months we'll be printing a whole lorryload of questions about the subject dearest to your heart, with little spaces next to them for you to fill in your answers. BUT DON'T SEND US ANYTHING YET. What we want you to do is collect all four answer pages, fill them in and send them all together in November, when the last one's printed. Some of the quezzies will be easy, others hard and one or two so viciously slimy that even we would have problems with them, and we're setting



them! There'll be eighty teasers in all, but don't worry if you miss a page — you can always get hold of them through our back issues service. And if you can't answer all of them, don't fret — the four with the highest number of correct answers win, so if no-one gets them all right, it'll be the four who get the closest to 80/80. We'll give you full details of where to send them and all that stuff later on...

And what does it all lead up to? Well well well... The top scorers will be invited to a rumpy great shindig down here in London, where they'll be able to meet such stars of stage and screen as, er, the Man Ed and T'zer! The winner will get a Spectrum +3, but more importantly, will be invested with the title Computer Brain of 1987, and will receive the prestigious *YS/US Gold* Computer Brain trophy, engraved with his/her name in recognition of the achievement! There'll also be prizes for the three runners-up.

So how do you start? Look at these questions and fill 'em in. Some of the questions you'll be able to work out from your own experience — others from your old copies of *YS* (that's where WE got them from!) Remember, don't send us anything yet — just tear out this page and keep it safe until you have all four answer coupons.

What are you waiting for? Off you go...!

1. Who would want to eat a reincarnation fish?

2. Sandy White wrote *I Of The Mask*. What was his first big game?

3. Whose fortress are you trying to penetrate in *Impossible Mission*?

4. Which is the odd man out? Figure Skating, Hot Dog Aerials, Barrel Jumping, Bobsled, Ski Jump.

5. Name the hidden game in Mastertronic's *ZUB*?

6. What's the level below Elite?

7. Name the game between *Wanted — Monty Mole* and *Monty On The Run*?

8. Which character do you play in *Heavy On The Magick*?

9. What was Ultimate's last game before *Martianoids* and *Bubbler*?

10. From which game is this screen taken?



11. What game would you be playing if you felt a right Berk?

12. How many levels are there in Hewson's *Rana Rama*?

13. Which of these games was not based on a coin-op? *Paperboy, Enduro Racer, Deathscape, Xevious* or *Metrocross*.

14. Can you identify the character below?



15. On which game inlay do you find carrots armed with machine guns?

16. How many events are there in *Daley Thompson's Decathlon*?

17. Name the levels in *Uridium*.

18. What's the name of the sequel to the game shown in the screenshot below?



19. Which software house is named after a fish? (*No, it's not a red herring! Ed*).

20. Who asks you riddles in *The Hobbit*?



CUT OUT AND KEEP IN A SAFE PLACE. REMEMBER, DON'T SEND IT IN YET



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MINES, TORPEDOES AND MORE... I COULD
VEN CHOOSE WHERE I WANTED TO FIGHT!
OW COULD I LOSE?...HOW DID I LOSE? I'VE
EVER SEEN ANYTHING LIKE IT ...THEY CAME AT ME
N DROVES, IN SWIRLING GASES, IN FORMS SPINNING A
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